

SPECTRUM

GAMES

START

HER 14 (21)
W. AVE

HL 575

SINCLAIR

USER

APRIL 1987 No. 61 £1

SPECIAL! FIFTH
ANNIVERSARY
ISSUE!!

THE RETURN OF
ULTIMATE

Are they still No 1?

ROLE PLAY

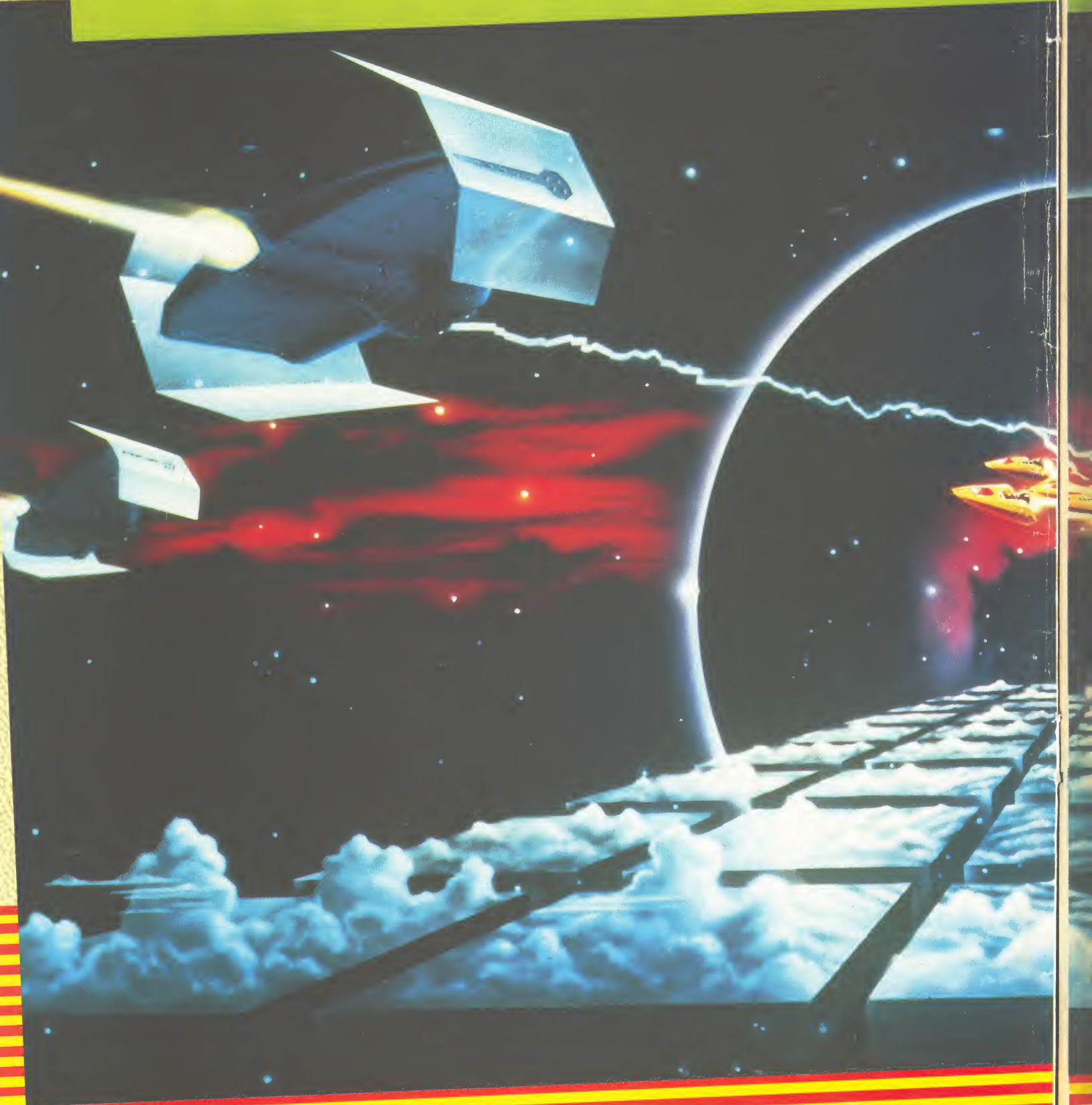


WIZARD, WARLOCK
OR THIEF
WHICH ARE YOU?

POKES FOR: ● FIST II ● IMPOSSABALL ● BOMB JACK II
1986 READERS' POLL RESULTS ● SIR CLIVE'S Z88 REVIEWED
ARKANOID ● LEADER BOARD ● SIGMA 7
SOFTWARE SECRETS – WIN A DAY WITH GREMLIN GRAPHICS
HOW GOOD WILL PLUS 3 DISC GAMES BE?

Star Raid

The Great Galactic Adventure



ers IITM

ture Continues

TM Star Raiders II is a trademark of the Atari Corporation.



MOOREMACK

The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV Star System. Pilot the hottest fighter in the galaxy, the Liberty Star and wipe out the Zylon Master Force and its super Attack Bases.

The sequel to the game that astounded the world STAR RAIDERS IITM will leave you stunned; there is simply no other game to compete with its sheer excellence.

AVAILABLE ON:

Amstrad CPC cassette	£9.99
Amstrad CPC disk	£14.99
Commodore 64/128 cassette	£9.99
Commodore 64/128 disk	£14.99
ZX Spectrum 48K/128K/+	£9.99

Electric Dreams

S O F T W A R E

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT,
SOUTHAMPTON SO1 2EW. TEL: (0703) 229694.

Mail Order: 23 Pond Street, Hampstead, London NW3 2PN

SINCLAIR user

Editor

David Kelly

Deputy editor

John Gilbert

Senior staff writer

Graham Taylor

Staff writer

Jim Douglas

Designer

Gareth Jones

Adventure help

Gordo Greatbelly

Zapchat

Jon Riglar

Helpline

Andrew Hewson

Contributors

Gary Rook

Andy Moss

Chris Jenkins

Clare Edgeley

Hardware Correspondent

Rupert Goodwins

Deputy Advertisement Manager

Mike Corr

Production assistant

Alison Morton

Advertisement secretary

Linda Everest

Subscriptions manager

Carl Dunne

Publisher

Terry Pratt

Telephone

01-251-6222

Sinclair User is published monthly by

EMAP Business & Computer

Publications

Cover Illustration

David Rowe

If you would like to contribute to Sinclair User please send programs or articles to:

Sinclair User
EMAP Business & Computer
Publications
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Original programs should be on cassette and articles should be typed. Please write Program Printout on the envelopes of all cassettes submitted. We cannot undertake to return cassettes unless an SAE is enclosed. We pay £20 for each program printed and £50 for star programs.

Typeset by PRS Ltd, 27 New St, St. Neots, Cambs.

Printed by Nene River Press, Woodston, Peterborough.

Distributed by EMAP Publications Ltd.

© Copyright 1987 Sinclair User

ISSN No 0262-5458

ABC 90,215 July-Dec 1985

SOFTWARE

ARCADE

TERROR OF THE DEEP

MARTIANOIDS

SIGMA 7

UCHI MATA

HYPABALL

ARKANOID

BOMB JACK II

BUTCH HARD GUY

TRAP

SKY RUNNER

STRATEGY/SIMULATION

TENTH FRAME

LEADER BOARD

SILENT SERVICE

SAILING

PRESIDENT

WAR IN THE EAST

FALL OF THE THIRD REICH

BATTLEFIELD GERMANY

BRITAIN INVADED

ARDENNES

BUDGET

DIZZY DICE

ANFRACTOS

CLASSIC MUNCHER

MAT LUCAS, PI

FEUD

DEATH WAKE

ADVENTURE

GRANGE HILL

MURDER OFF MIAMI

SIDNEY AFFAIR



▲ Terror of the Deep



▲ Arkanoid



▲ Leader Board

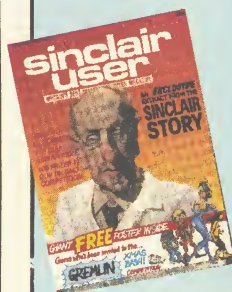


▲ Sidney Affair

WE ARE FIVE!

Yup, we're having a 70 birthday

And to celebrate we present a not entirely serious look at software through the ages - from the ZX81 to the 128K+2



ROLE PLAYING

Fancy a new role in life?

32

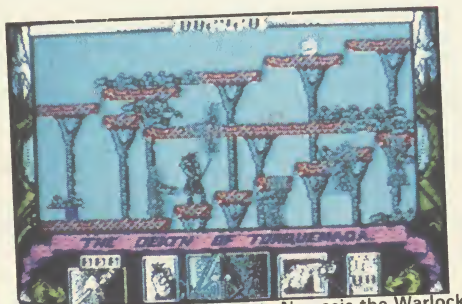
First of a series of RPGs. We kick off with some of the basics and a look at RPG ideas in the top games of the moment



PREVIEWS

Who says we don't have a crystal ball? 103

Who says we do? With Nemesis the Warlock, Warlock (confusing, this), Garfield's Big Hairy Deal, Gunship...



▲ Nemesis the Warlock



▲ Garfield

COVER GAME

Martianoids 24



BATTERY

FEATURES

More info on the Plus 3 44

Top industry pundits say what they'd like to do with the 128K+3!

1986 SU Readers' Poll

Positions 55

Your views on the best and worst of last year compiled (with great effort) from your Poll forms

Wargames 97

Three pages of software reviews for the tactical voters amongst you...



Gauntlet clones 75

With so many weren't you getting confused? We certainly were. So we've sorted them out...

THIS MAG IS WORTH £20!

Smash money-off software coupons

Vouchers to cut out and send for Arkanoid, Butch Hard Guy and many more

NEW FEATURE

5 Star Pokes 19

It's about time someone took Pokes seriously. Each month we'll be printing easy-to-type-in cheats for the top games. In this issue: Fist II, Impossible, Bombjack II and that's not all...

MIRRORSOFT	23
ULTIMATE	24
DURELL	25
MARTECH	28
ODIN	29
OCEAN	46
ELITE	47
ADVANCE	66
ALLIGATA	73
CASCADE	73

US GOLD	50
US GOLD	53
MICROPROSE	88
ACTIVISION	88
ADDICTIVE	89
TK COMPUTERWARE	98
TK COMPUTERWARE	98
PSS	97
TK COMPUTERWARE	99
TK COMPUTERWARE	99

PLAYERS	50
PLAYERS	52
MICROBUS	52
PLAYERS	52
MASTERTRONIC	78
BUG-BYTE	78

QUICKSILVA	83
CRL	92
INFOGRAMS	93

GAMES SPECIAL



HARDWARE

Sir Clive's new Z88 87

So this is how the Pandora turned out! Check it out... it's certainly not as expected

COMPETITIONS

Shadow Skimmer 45

Copies of this terrific game to win plus one winner will walk away with the fabulous Shadow Skimmer painting

We Are Five! 56

And we're alive... Win the history of software

Auf Wiedersehen 95

Ever wondered how a software house works! This is your chance to win a tri to Gremlin to watch their top programming team in action

Monty

Ever wondered how a software house works! This is your chance to win a tri to Gremlin to watch their top programming team in action

REGULARS

The Write Stuff 8

Zapchat 11

Mapchat 12

Whodunwot 20

Compo winners 22

Background Noise 30

Letters 37

Top Twenty 40

Poster No2 58

Code Talk 61

Outlands 64

Hewson's Helpline 68

Gordo Greatbelly 79

Sinclair Surgery 101

Gremlin 112

HUBBLE BUBBLE & MARTIANOID TROUBLE



BUBBLER®

Can you cork the bubbler?

Prevent the wicked aliens from escaping the bubbling bottles by collecting corks which you will find when you fall through a trapdoor. The faster you manage to trap the aliens the sooner you can progress onto the next stage..... The game is played on a true 3 dimensional scenario featuring revolutionary smooth, fast multi directional masked scrolling techniques.

Spectrum 48K	£8.99
Amstrad disk	£14.99
Amstrad	£9.99
MSX	£9.99

ULTIMATE™
PLAY THE GAME

ULTIMATE™
PLAY THE GAME

MARTIANOIDS®
You are the guardian of 'The Brain of Markon', the large and powerful computer installed on the Robot Ship 'The Markon Dawn'. Your ultimate mission is to defend, maintain and activate the brain following a sudden attack on the ship by the vicious and barbaric Aliens... THE MARTIANOIDS.

Spectrum 48/128K	£8.99
MSX 64K	£9.99
Amstrad disk	£14.99
Amstrad	£9.99



ULTIMATE™
PLAY THE GAME

GOEL COMPUTER SERVICES

45 BOSTON ROAD, LONDON W7 3SH TEL: 01-579 6133
THE COMPLETE COMPUTER SHOP

	RRP	PRICE		RRP	PRICE
10TH FRAME	9.95	7.25	INTO THE EAGLE'S NEST	9.95	7.25
6 PAK (ELITE)	9.95	7.30	JAIL BREAK	7.95	5.75
ACADEMY	8.95	6.60	JEWELS OF DARKNESS	14.95	11.25
ACE OF ACES	8.99	6.60	JUDGE DREDD	8.95	6.60
ACROJET	9.99	7.30	KNIGHT ORC	14.95	11.25
AGENT ORANGE	8.95	6.60	KONAMI'S GOLF	7.95	5.75
ANIMATOR 1	9.95	7.25	LEADER BOARD	9.95	7.25
ARKANOID	7.95	5.75	LEGEND OF KAGE	7.95	5.75
ARTIST 2	14.95	11.25	LEGIONS OF DEATH	9.95	7.25
AVENGER	9.95	7.25	LITTLE COMPUTER PEOPLE (128)	9.95	7.25
BAZOOKA BILL	8.95	6.60	MARITANIDS	8.99	6.65
BIG FOUR	9.95	7.25	MEGA HITS (10)	14.95	6.00
BOMB JACK 2	7.95	5.75	MURDER IN MIAMI	9.95	7.00
BRIAN CLOUGH FOOTBALL	14.95	11.25	NAPOLEAN AT WAR	8.95	6.60
BUTCH HARD GUY	7.95	5.75	NEMESIS	9.95	7.25
CASINO ROYAL	5.95	3.00	QUAZATRON	8.99	5.00
CITY SLICKER	8.95	6.60	RANARAMA	7.95	5.75
COBRA	7.95	5.50	REVOLUTION	8.95	5.00
COIN-OP HITS	9.95	7.25	SHADOW SKIMMER	7.95	5.80
COL CHESS 4.0	9.95	7.25	SHOCKWAY RIDER	7.95	5.75
COLOSSUS BRIDGE	11.95	9.00	SHORT CIRCUIT	7.95	5.75
COMP HITS 3	9.95	7.25	SIGMA 7	7.95	5.75
DANDY	7.99	5.75	SILICON DREAMS	14.95	11.25
DEEP STRIKE	9.95	7.25	SKY RUNNER	9.95	7.25
DESERT RATS	9.95	7.25	STAR GAMES 1	9.95	7.30
DOUBLE TAKE	7.95	5.75	STARGLIDER	14.95	11.25
DRAGON'S LAIR	7.95	5.50	SUPER SOCCER	7.95	5.75
EASTENDERS	9.95	6.80	TERRA CRESTA	7.95	5.75
ENDURO RACER	9.95	7.25	THE HIVE	9.95	7.25
FIST 2	8.95	6.60	THEATRE EUROPE	9.95	7.25
FIVE STAR GAMES	9.95	7.25	THEY CALL ME TROOPER (128k)	8.95	6.60
FOOTBALLER OF THE YEAR	7.95	5.75	TOBRUK	9.95	7.25
GALAXIANS	14.95	2.50	TRAP	8.95	6.60
GAUNTLET	8.99	6.60	TRIVIAL PURSUIT	14.95	11.25
GRANGE HILL	9.95	7.25	VULCAN	9.95	7.25
GRAPHIC ADV CREATOR	22.50	17.50	WORLD GAMES	8.95	6.60
IMPOSABALL	8.95	6.60	YIE AR KING FU-2	7.95	5.75

This is just a small selection from our stock. Just write the titles required with a second choice and enclose Cash/Cheque/P.O. payable to Goel Computer Services, for RRP £9.95 @ 7.25, £8.95 @ 6.60, £7.95 @ 5.75. Add 75p for overseas orders per tape. All prices include delivery. Or send 30p for List (refundable on first order). POST TO DEPT MS

ANY OCP PLUS 80 BUSINESS PROGRAMME £19.95. OUR PRICE £9.00
REPAIRS... 5 YEAR COVER AGAINST BREAKDOWNS FROM £32 FOR NEW COMPUTERS

CUTTING THE GROUND UP IN ITS WAKE... THE MEGA HIT

Brilliant graphically the game is near arcade standard with some brilliant backdrops
ZZAP 64 DEC. 85

RETURNS ON
AMSTRAD &
SPECTRUM!!!

SPECTRUM £7.95
AMSTRAD £7.95
AMSTRAD DISK £14.95

RINO MARKETING LTD.

1 Orange Street, Sheffield S1 4DW.
Tel: 0742 755796

ROMANTIC ROBOT present

NEW **Multiface 128**™
THE ULTIMATE BACK-UP DEVICE FOR ANY PROGRAM
~48K & 128K ON ANY SPECTRUM ~48K & 128K

Just as perfect as MULTIFACE ONE, but with extra NEW FEATURES
!! FORMAT microdrive cartridges to 100-K !! SAVE to tape at TURBO SPEED !!
!!and of course - SAVE FULL 128K programs !!

for only
£44-95

- * Load ANY program, stop it at ANY point and SAVE it to TAPE (2 speeds), MICRODRIVE & DISCOVERY.
 - * Most powerful and efficient compressing for fast re-loading & using minimal room on tapes, discs and cartridges - combined with 100-K formatting, even 128K programs should fit on a single cartridge
 - * Fully automatic, 100% reliable, needs NO additional software, takes NO part of Spectrum RAM - has its OWN 8K ROM & 8K RAM
 - * Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/print/jump 3) Input name 4) Save program or screen only to tape/hyper tape/cartridge/disc
 - * Built-in MULTI-TOOLKIT with extensive facilities for studying/modifying/developing programs
 - * Extremely simple to use, user-friendly, fully error-trapped, fully guaranteed, PURE MAGIC *
 - * Through extension bus * Copy screen to printer
 - * Programs saved with any MULTIFACE can RUN independently (except turbo tape back-ups saved at turbo speed)
- Owner of multiface one can get a 15% discount or upgrade for £24.95 (£19.95 if under guarantee)

The ORIGINAL **Multiface one** available at **£39-95** only
* SAVE 48K programs on any Spectrum to tape/microdrive/Discovery & also to wafadrive, BETA and KEMPSTON (please state if using BETA or Kempston disc interface) * with a built-in JOYSTICK INTERFACE (Kempston compatible)

Multiface THE ESSENTIAL SPECTRUM COMPANION

I enclose a cheque/PO for £..... (UK & Europe please add £1 overseas £2)
or debit my No
Name Card expiry.....
Address.....

MULTIFACE 128	£44.95	☐ MULTIFACE ONE	£39.95	☐
MUSIC TYPEWRITER	£ 7.95	☐ GENIE	£ 9.95	☐
SELENE & ANACHRONISM	£ 9.95	☐ STEEPLEJACK	£ 4.95	☐
WRIGGLER Amstrad/Spectrum tape	£ 2.95	☐ Amstrad disc	£ 9.95	☐
TRANS-EXPRESS cartridge	disk	☐ wafer	£9.95 ea	

SELENE plus
ANACHRONISM

A fantastic twin bumper pack of sci-fi adventures for travellers in time - both very intriguing and exciting, complex and detailed, funny and witty. Travel in time backwards and forwards as you never did before - certainly not in any adventure yet...

STEEPLEJACK

A ghost town stands in the way of motorway M87 and only STEEPLEJACK can demolish it with his drill and oversized pair of lead boots in this highly fresh, original, and stylish arcade game. STEEPLEJACK must be very fast, crafty, alert and strong - there is a whole army of creatures and features one can only find in a ghost town, so much to do, so little time left...

GENIE

Perfect 128 DISASSEMBLER residing in MULTIFACE 128's or ONE's RAM (please state which version).
The ONLY ONE that can freeze ANY RUNNING Spectrum program and disassemble it! View, find/search, alter, dump to printer, etc. ABSOLUTELY UNIQUE, ingenious, educational, SIMPLE TO USE.

MUSIC TYPEWRITER

Complete Spectrum music system for writing, editing, playing, printing & storing music with real notation graphics.

TRANS-EXPRESS

The software way of transferring Spectrum software.
4 utilities for m'drive, 2 for wafadrive, 2 for Opus Discovery.

TOP SOFTWARE AT BOTTOM PRICE



Jack the Nipper Gremlin

I am writing about the game Jack the Nipper which I bought, thinking it was a good game. After 24 hours, I found it extremely boring. When you have found out most of the havoc you can cause, it is an uneventful game and I haven't played it since. Why, oh, why did you give it a higher rating than the game Storm which is much better and will keep you going for much longer■

Jeremy Gardner
Gateshead
Game Choice:
Nemesis

Dragons Lair Software Projects

Dragons Lair is actually not such a bad game. It has good graphics and I like screen one. The winds

which try to blow you off the falling platform are extremely hard to get past but I did and screen two is also good. I have almost done it. I think the bit when Dirk smashes the skeleton hand with his sword has great graphics and I also like the part where Dirk dies and the skeleton swirls round and joins back together. I hope to get past screen two soon■

Andrew Evans
Dyfed
Game Choice:
Uridium



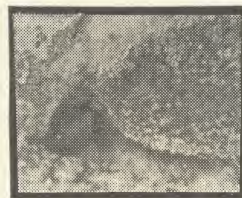
Future Games Mastertronic

This game has everything. It has five events and kicks the stuffing out of any other piece of budget software and most full price software. Event one involves running along a corridor jumping and ducking obstacles on the way. Event two shows you on three rocks and as meteors fly towards you, you must jump from rock to rock. Event three is a sideways scrolling blast-em-to-bits. Good fun. Event four is toxrad shooting. In this event a gunsight is shown on a scenic background. But small discs fly from mouths of badgers



and must be shot. Event five is the joystick knacker 'Decathlon'-style run. To get to and from each event you have to get through a shoot-em-up which is very tricky and very fast. All the events are great and the sampled drums and guitar make it the best game sound-wise as well. Get it now■

Andrew Austin
East Sussex
Game Choice:
World Games



Breakthru US Gold

How can Jim Douglas give Breakthru 4 out of 5? The graphics are not exactly brilliant and the crash detection is pathetic! And who chose the keys??? I would have to be made of rubber to reach U for up, D for down, X for speed up and Z for slow down. (Plus 6 for fire and space for jump). The response to key-presses is also slow. It takes ages for the car to rise into the air after space has been pressed (repeatedly I might add). I would give it only 2 or 3 stars■

David Harden
Cheshire
Game Choice:
Scalextric



Kane Firebird

Oh dear, I said to myself as the game loaded "No loading screen, looks cheap and nasty". But however it turned out to be a decent game.

The first level is boring and a total waste of time, all you have to do is position the cursor just before the birds and fire. Shooting lots of birds earns lives. The second level is better but not that much, just ride to the right of the scrolling landscape jumping over rocks and bushes. The third is easily the best level. You have to shoot the enemy bandits which appear: at doors, windows and on the roof. The fourth level is like the second but you have to get to the front of a train it is also harder.

I would have given this game four stars■
Paul Wojnicki
Normanton
Game Choice:
Avenger

128K Advanced Art Studio Rainbird

Great, Brill, Fantastic, you've given this your exclusive five star, solid gold rating and actually deserved it. It's so easy to use and draw pictures with, usable with umpteen joysticks, keyboard control and mouse. You can draw an image, expand it, shrink it and rotate it to almost any angle and colour it. Spray the section with the spray can if it's required or choose variable widths of pen or paint brush. The menus just simply pull down for easy access and, by the way it's all icon driven. The Art Studio is worked with cassette or microdrive, also column

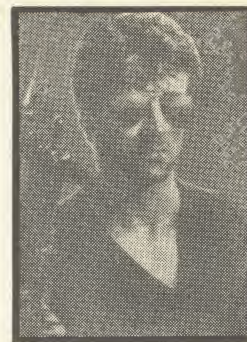


printers are supported, for printing out your pictures. Thirty four fill textures with solid texture option, and wash texture makes the program a lot more powerful. You can rotate the picture and invert the picture, magnify the pictures and there are many more features, such as many shapes and many more things. "Its Brill"■

Michael Clare
Hull
Game Choice:
Nemesis

EastEnders Macsen

After reading a preview on EastEnders I quickly



went out and bought a copy of it. An avid fan of EastEnders I ran home and loaded it - and nearly died. The game is totally chronic. The buildings are just coloured blocks that started to flash and clash with other things as soon as I started it. The sound is lousy and graphics are poor. For near £10 its a ★★☆☆ swindle. If you lurch out and buy it on instinct, like I did, I feel sorry for you. A tanner can get you much better things in life. Forget it! It'll put you right off Eastenders■

Ian Miles
Winchester
Game Choice:
Enduro Racer



Super Soccer Imagine

I disagree with your review of Super Soccer. I think it should have got a lower mark than it did, the gameplay is awful with big chunky players that are impossible to control even on joystick. The game is far too difficult (I haven't even managed to win a game yet!). The graphics are drab with boring colours and attribute problems. Overall I was extremely disappointed when I bought this game■

Alan Lomer
Reading
Game Choice:
Ikari Warriors

£1.50 OFF

SMASH OFFER?

ARKANOID

Send coupon to: Arkanoid Smash Offer, Ocean Software, 6 Central Street, Manchester M2 5NS, along with a cheque/postal order for £6.45 made payable to Ocean Software. Offer closes April 30.

Goonies US Gold

At £7.95 this game is a total rip off. This is a very bad version of Bruce Lee. The graphics are rather small and undetailed, colour is OK, and the sound is awful. The two-player option earns it a few points, but are hardly enough to justify its price. Give it a miss■

**Balazs Kovari
Abu Dhabi
Game Choice:
Gauntlet**



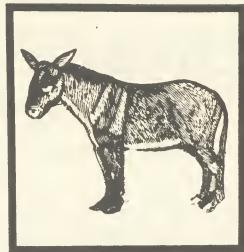
Conquestador Melbourne House

Again a disappointment. Not only Zap Chat is getting worse, also your reviews. Funny little games, like Conquestador, are not appreciated anymore. It's a funny game with good, clear graphics and many screens. For people like me, who set everything in map, it's a delight. The gameplay is



simple, you can kill the enemies just with jumping into them. The plot is simple, the teleport stations are highly original, as is the change into a dragon is. So, I say, it's worth at least a 4 star rating. The bad things on the game are the price (over-priced), and the arrows, that sometimes seems to be squares. The good thing is that you can enjoy yourself for a couple of secs without playing Great Escape (brilliant) or Dynamite Dan (great)■

**Paul Blijham
Holland
Game Choice:
Space Harrier**



Donkey Kong Ocean

What's going on? Doney Kong from Ocean should carry a government health warning! It's a bit behind its times. You should get £7.95 if you take the risk of playing this trash. As Jim Douglas said in your January **SU**, progress? who cares? Nowadays there's no point in bringing it out it's so boring. I'm sure I fell asleep in the game. If you like it then there must be something wrong with you■

**Stephen Shelley
Kidderminster
Game Choice:
W.A.R.**



EastEnders Macsen

Macsen software should be disgusted by putting this game on the market for £9.95. I believe it should come down to at least £1.99. It has poor graphics and has the least amount of playability and additive qualities. The only good thing about this game is the music and sound at the beginning. This game is not worth looking at, and definitely should not be bought■

**Shahzad Zafer
Ahmend
Fulham
Game Choice:
Durrell Big 4**

Zub Mastertronic

Fully agree with you. Mastertronic's Zub is totally brill. The graphics are great and the scrolling is superb. My only slight discontent is that there is no high score table, but this does not detract from the actual game■

**Neil McGowan
Humberside
Game Choice:
Aliens**

write stuff...

Fairlight II Edge

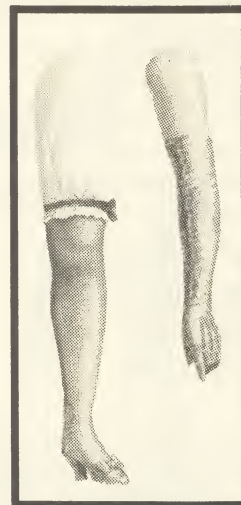
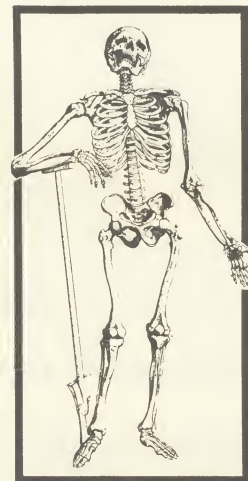
Mixed feelings about this game. Although as ever Bo Jangeborg's programming is brilliant, you get the feeling it was rushed to release it before Christmas. As a result the game is quite heavily bugged - energy rockets to about 250 for no reason at all, things disappear, and monsters begin appearing and then disappearing again. Rooms around the castle seem to move around at random too. Part 1 is very easy, it took me just one weekend to complete, but part 2 is very hard. I also feel it places more strength on arcade skills than it predecessor■

**Mike Hood
Manchester
Game Choice:
Space Harrier**

Ghost 'n' Goblins Elite

Who ever said Ghost 'n' Goblins has good sound effects should be shot! The graphics aren't that bad but as for the sound, it's hopeless!! If you're thinking of buying it save your money and buy Rambo. Rambo's great. Anyway, if you're stupid enough to have bought Ghost 'n' Goblins here are a few tips. . . if you want to kill the angel at the end of section one you must stop just when he appears on the screen then if you've got either the lance or the sword press fire about five times, jump straight up and fire five times again and he should die■

**W Stevens
Mitcham
Game Choice:
Paper Boy**



Highlander Ocean

You were dead right about Highlander. The game is so boring and bad that I only played it once and refused to play it a second time. The graphics are really poor and the sound even worse. After playing The Great Escape I thought Ocean would keep producing excellent games, but I was wrong. Not a game to be included amongst your software collection■

**Firas Massaud
Switzerland
Game Choice:
Cobra**

Nemesis Konami

After becoming Elite, I took up "The Final Challenge". Being a hip sort of guy and owning a MSX I got Nemesis for that, but I had to get it for my first love, the Spectrum. Wow, what speed, what colour, what sound! Nemesis is the best thing out since Jetpac!! Highly playable and very addictive. If you like the coin-op, then you'll love this, it's the sort of game that lasts and lasts, no one quick go for a few days and never play it again. At £7.95 this is a must. Classic is an under rating. Just brill■

**Tim Lawton
West Sussex
Game Choice:
Little Computer
People**



Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad — write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10—er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush — tell us straight what you think. Send your review (or any recent game) plus your picture and fill in the coupon. *send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name

Address.....

The program I would most like to buy with my tenner is

* Reviews supplied without full name and address will not be considered for publication.

**MIDCOMM
INTERNATIONAL**

COMPUTER REPAIRS

Midcomm International Ltd is a company that specialises in computer repairs. And can offer you the following 5 star service:

- ★ Repairs carried out to manufacturers requirements using the most up to date diagnostic equipment available.
- ★ Skilled technical staff.
- ★ Modern, customized workshops.
- ★ 4 hour soak test on each repair.
- ★ All repairs guaranteed.

For a fast, efficient, reliable and professional service, call with or send your computer, together with a brief description of fault to:

Midcomm International Ltd
Unit f
Birch Industrial Estate
Whittle Lane
Birch
Haywood
Lancs OL10 2RB
Tel 0706 625 166

MICRODRIVE AND INTERFACE OFFERS

ACCESSORIES CARTRIDGE PACK

five cartridges with blank labels £9.00

BACK TO BACK CONNECTOR

Connect 2nd and 3rd etc microdrives £3.25

RIBBON CONNECTOR (10cm)

Connects 1st microdrive to interface 1 £3.75

SPECTRUM PLUS CONNECTOR (5cm)

Connects interface 1 to "Difficult" Spectrum plus 2 £4.50

RS232 "PRINTER" LEAD

Interface 1 to standard 25 way D £4.75

MICRODRIVE CARTRIDGE LABELS

100 inner, 150 outer labels, tractor feed £1.80

Make cheques payable to Applied Technology

Prices include P & P to UK and Europe. Elsewhere add £1.00 per item for air mail.

Phone for latest prices on our starter packs and extension packs.

TRADE ENQUIRIES WELCOME

Please allow 28 days delivery

AT

APPLIED TECHNOLOGY
64 Tannery Drift
Royston, Herts SG8 5DE
(0763) 41754

AT

The Professional Adventure Writing System

PAW

Professional Adventure Writer

Spectrum 48K. Plus. 128. Plus 2

Coming soon for Commodore 64 / Amstrad

The Professional Adventure Writer is a state-of-the-art graphic adventure writing system, which allows you to design, write and illustrate, fast machine code adventures with ease.

It provides a powerful sentence parser which allows complex chained commands to be decoded automatically.

Simple to use multiple process tables allow characters and problems to be created for your adventures

Versatile graphics editor provides 'rubber banding', high speed shading, scaled subroutine's etc etc.

Allows impressive illustrations to be created quickly and easily.

Has many other outstanding features making it probably the most advanced authoring system available yet.

Makes full use of all the memory
on the 128K machine

£22.95



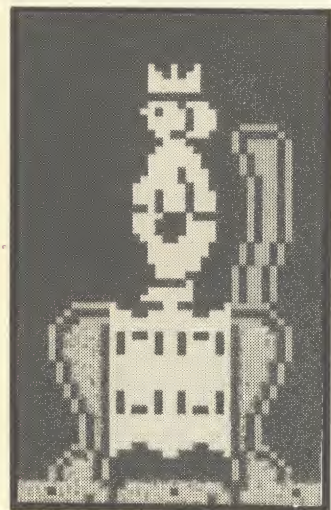
GILSOFT
INTERNATIONAL LTD.

2 Park Crescent, Barry, South Glam. Tel: 0446 732765

JON RIGLAR'S

King's Keep

- ▲ Somebody who didn't even give their name and address wrote to say just how to complete Firebird's game in 38 easy steps. Flex the old fingers and away we go:
- ● Take the wine from the wine cellar
- ● Take the towel from the dungeon door room
- ● Take the lyre and music page (Elaine. Get it?) This is in the Jester's room



- ● Take the chicken (from the kitchen)
- ● Get the knife out of the cooking pot
- ● Exchange the chicken for the gold coin with the King. He's on his throne
- ● Exchange the music page, then play the lyre to the King
- ● Take the wand and the bat's wing from the Wizard's room
- ● Exchange the silver knife for the shawl which the damsel has
- ● Give the coin to the guard in the dungeon
- ● Exchange the shawl for the handkerchief with the old hag in the dungeon
- ● Give the hanky to damsel who in return will give you the washroom key
- ● Open washroom door, then take the soap and shield
- ● Wear the shield (Use)
- ● Put bat eyes, bat's wing, and burnt wand into the cooking pot in the kitchen
- ● Take the new wand out of the cooking pot
- ● Open the attic door at the top of the staircase
- ● Take the chest key. (Attic key)
- ● Open chest, take scroll which is in the same room
- ● Stand on scroll to jump over tube shaped passage
- ● Take bone
- ● Stand on music page to go back through tube
- ● Pick up the scroll again
- ● Give the crazy old man the bone

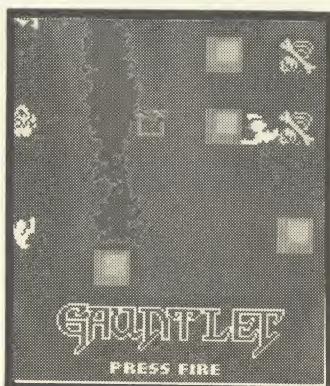
- Take the playing card from the lonely room
- Give the crazy old man the bone
- Take the playing card from the lonely old room (eh?)
- Exchange playing card with magic stone. (The jester)
- Put the magic stone into the cauldron in the kitchen
- Get the bucket (inside the cooking pot)
- Fill the bucket and enter the wash room
- Give the soap, full bucket, and towel to the old hag in exchange for the feather
- Use the Sleep spell to eliminate all forbidden areas
- Take the book from the secret hideaway
- Take the golden rod from the King's bedroom
- Take the golden hand from the Treasure room
- Take the helmet (in the only remaining forbidden room)
- Wear helmet
- Take the golden rod and golden handle to drawbridge and attach them to the lever
- When the drawbridge flashes, use the book

Tomahawk

- ▲ will not load into my Spectrum 128K+2 and have heard rumours concerning the same from other frustrated users. Fear not, author DL Marshall replied after three months, stating that my machine was the cause of the trouble and that the rumours were all due to bad press. However, I am determined to sort out the pigeons amongst the rats and would love to hear from anybody who is experiencing similar problems.

Gauntlet

- ▲ has been causing concern to many readers and several college mates have approached me shouting at the top of their voices just how to get around



- the game. Steven Etheridge, from Birmingham, wrote to say that if you press *Space* or *Shift* and then your *Fire* button you can reappear from the dead and play on. Other people say your man can walk through

ZAP CHAT



March? What does the month of March mean to you? Probably nowt, but it's a little known fact that March is the anniversary of the day when I bought my first Spectrum, a wonderful and advanced 16K version. Since Then, my machine has broken down 7.777 (recurring) times and even my new Spectrum 128K+2 has clapped out and gone to Amstrad for a major overhaul. March also marks another change in *Zap Chat*. We've included a reader's chart and also the terribly fabulous Point to Point, where we scan through the harder screens of one game per month.

walls if you press *Space*. Whichever works, here is a program to help out all those people who purchased the earlier version of the game (the one with joystick bug). It should (give or take an onion) give you infinite health.

```
6 REM ANTONY SHIPLEY,
FROM KETTERING
10 CLEAR 28999: LET tot=0
20 FOR a=29000 TO 29014
30 READ d: LET tot=tot+d:
POKE a,d
40 NEXT a: IF tot<1601
THEN PRINT AT 10,10;
"ERROR IN DATA": STOP
50 DATA 62,255,17,81,1,221,
33,0,128,55,205,86,5,251,201
60 CLS: PRINT AT
10,10:"Play the tape"
70 RANDOMIZE USR
29000:RANDOMIZE USR
29000
80 POKE 32793,38:POKE
32794,128
90 POKE 32863,241: POKE
32864,255
100 LET a=33047
110 READ d: IF d=9999
THEN RANDOMIZE 32791
```

120 POKE a,d: LET a=a+d:
GOTO 110
130 DATA 62,201,50,104,
189,195,0,132,9999

£2.00 OFF

SCALEXTRIC

Send coupon to: Scalextric Smash Offer, Virgin, 2-4 Vernon Yard, London W10 2DX, along with a cheque/postal order made payable to Virgin for £7.95. Offer closes March 30.

**SU
SMASH OFFER**

MAP



CHAT

And the second game map is for Hewson's **Uridium**

All the later levels showing the safest and quickest route through the obstacles – when to flip on edge and so on

Uridium map – the levels out

And we thought we'd take a look at the absolutely wonderful

Xeno

for one simple reason. It's the sort of game that exceeds the reviews and then nothing is heard about it.

I thought it was so good.

● TIPS ON ATTACKING THE COMPUTER:

When the computer is about to kick off it will always shoot the ball straight at your counter although the strength of its attack will always considerably differ from what you expect.

Diagram 1 shows an example of what the computer is likely to do in this position. It will hit the ball and that in turn will collide up and into your counter, pushing it back a certain distance. Usually the ball will then bounce off your counter back towards the computer's goal and it will be deflected at a certain angle. It's then your turn, and you can line up the ball and bash it.

Depending on the angle at which you hit the ball and the strength of your shot, the ball glows off into either of the three positions shown in Diagram 2. It could shoot off up on to the top 'cushion' and here it will come to a grinding halt (Numero A on Diagram 2) If you are incredibly lucky, the ball will bounce off the lower cushion and head straight into the goal (Position 3, Diagram 2). Otherwise, the ball will coast to the goal but halt at Position 2, just outside the goal. This is by far the best position to be in. The computer is not stupid, and won't shoot the ball into its own goal, but will instead choose to try to hit the lower cushion in just the right position to rebound off and hit the ball away from the goal.

Here's another novel way of confusing the computer opponent totally. When it's your turn to kick off, set your cursor at full length towards the opponent's goal and then tap the 'up' key to put a very slight angle on the ball. Press Fire and the counter will crash into the ball and whack it past the computer's counter and towards the goal. Although it is impossible to score straight from the kick-off, it is a very good way of getting the ball right into the opponent's half and in

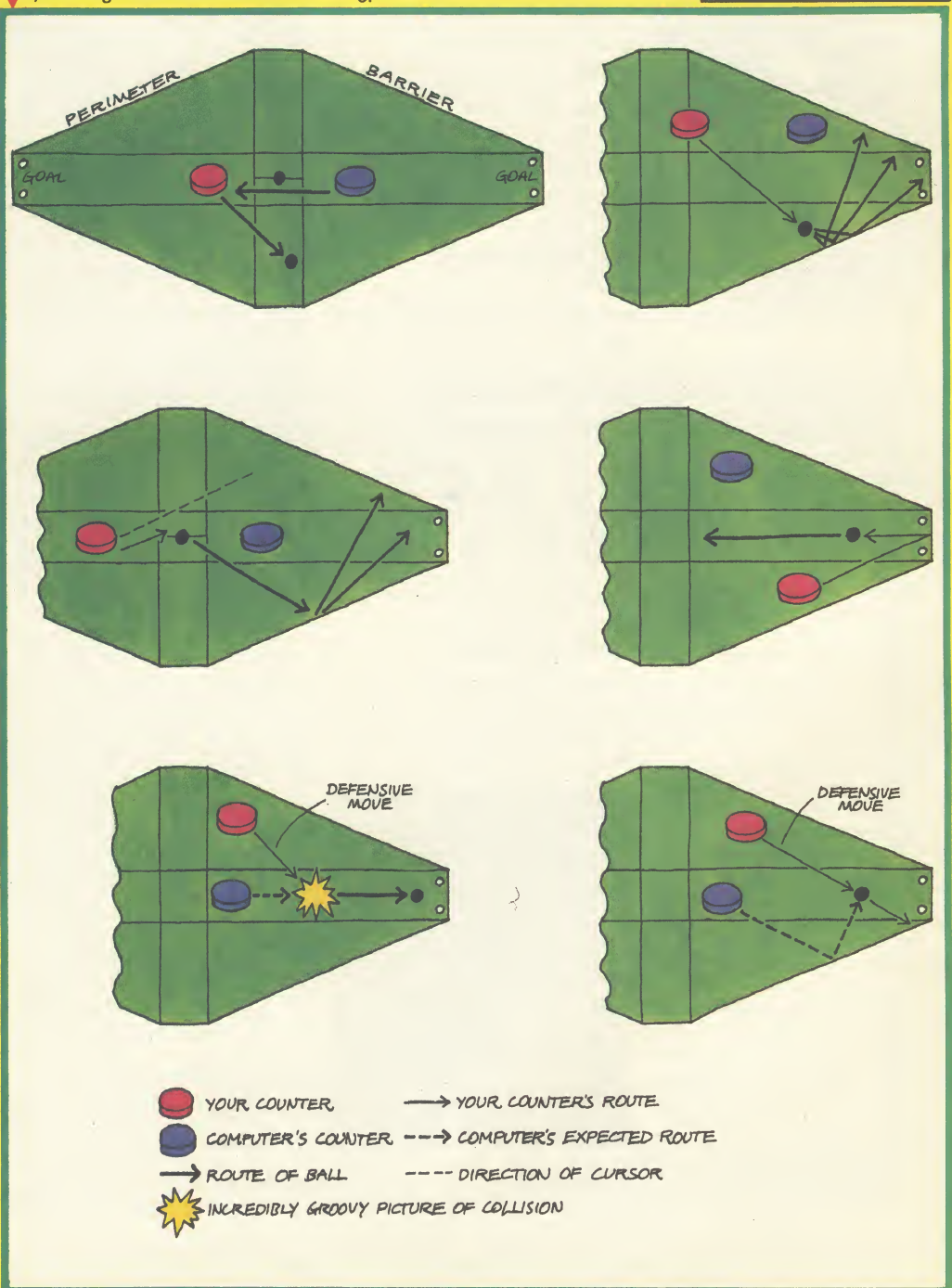
many cases, positioned right in front of the goal. If you find that you are having problems with this method (see Diagram 3) then the solution is simply to cut down on the angle placed on the ball.

● DEFENCE TACTICS:

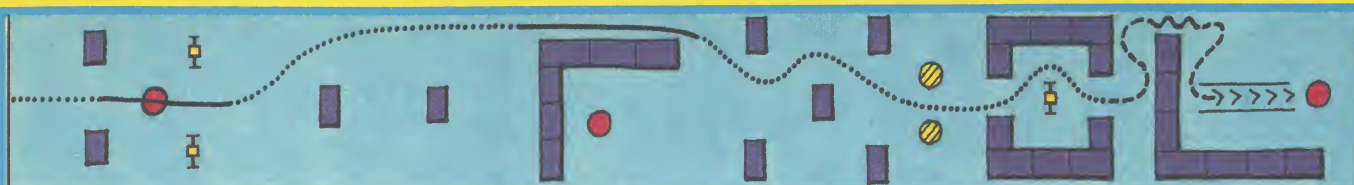
The best way to prevent the Xeno computer from beating you is to simply turn the computer off! If this method does not appeal to you, then you might consider one of

the following courses of evasive action. Firstly, there is the rebound technique. In Diagram 4 your counter is within reach of the ball and you may be able to hit the goal itself and then cleverly rebound off and hit the ball away.

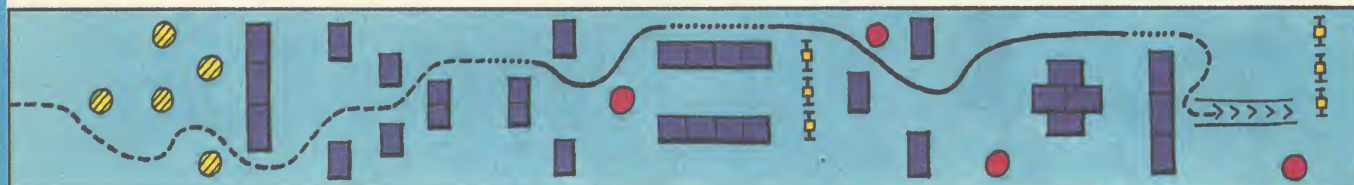
Secondly, you can be destructive and as the computer tries to hit the ball, you can line your own counter up and knock the computer out of the way. Diagram 5 shows an example of this. If the ball is closer to you, it would be more advisable here to try to hit the ball away before the computer counter even has a chance to get to it. This method is shown in Diagram 6.



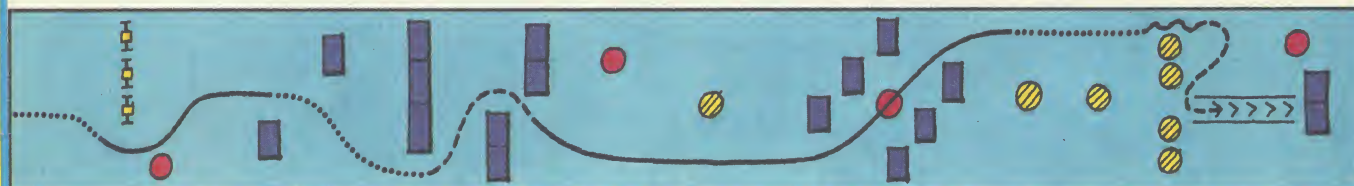
Xeno map – or how to win in six easy stages



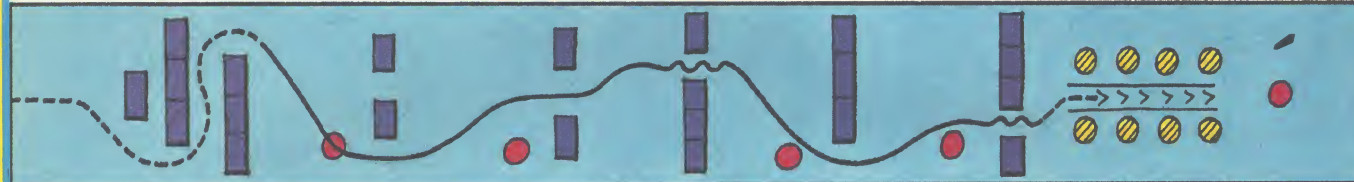
9



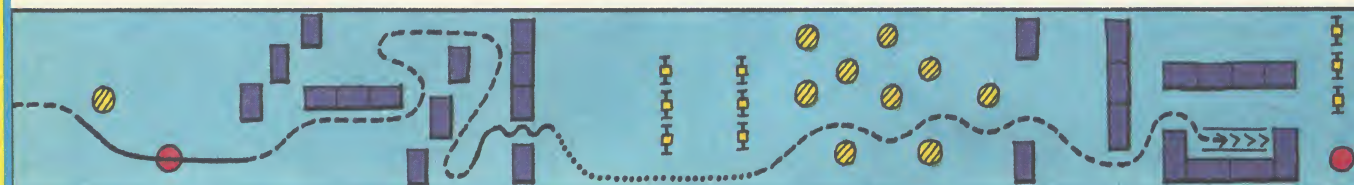
10



11



12



13



14



15

- | | | | | | |
|---|---------------------|---|-----------------------------|---|--------------------------------|
|  | FAST |  | NIFTY MANOEUVRE! |  | WALL - DON'T HIT IT. |
|  | SLOW |  | FLIP AND GO DOWN TO SUCCEED |  | AERIAL THINGEY - DON'T HIT IT. |
|  | ANY SPEED |  | GENERATOR PORT |  | AERIAL - DON'T HIT IT. |
|  | EDGE ON TO GET PAST |  | MASTER RUNWAY | | |

PRESIDENT

Throughout history, in times of anguish and need, there have arisen great leaders who have turned away the tides of defeat, deprivation and slavery. They have secured not only protection and prosperity for their peoples but also a place in the history of mankind.

Dare you stand beside them?

Measure yourself against the evil forces of today – total war – epidemic – starvation – poverty – and prove that you have the power to be

PRESIDENT

Designed and programmed by Kevin Toms,
the creator of the all-time classic
"FOOTBALL MANAGER"



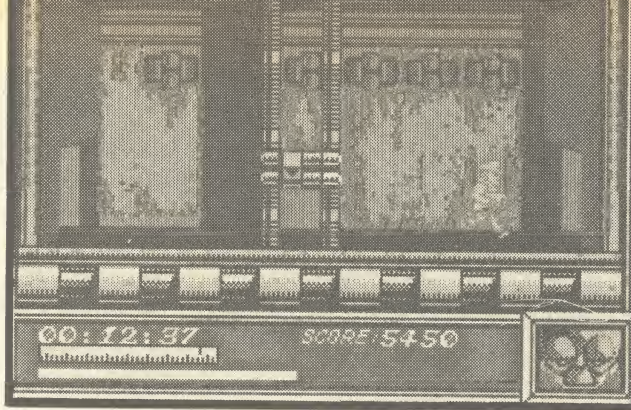
FEATURING: ● Oil Exploration and Development ● Battle Tactics and Defence Strategy ● Politics – including Food Policy, Health, Economic Problems, Vote Winning Plays etc. ● Finance – Oil Sales, Gold Reserves, Exchange Rates . . . and of course – Elections

Addictive Games Ltd
10 Albert Road · Bournemouth
Dorset BH1 1BZ · Tel: 0202-296404

AMSTRAD £9.95 SPECTRUM £8.95 COMMODORE 64 £9.95 COMMODORE 64 (DISK) £14.95

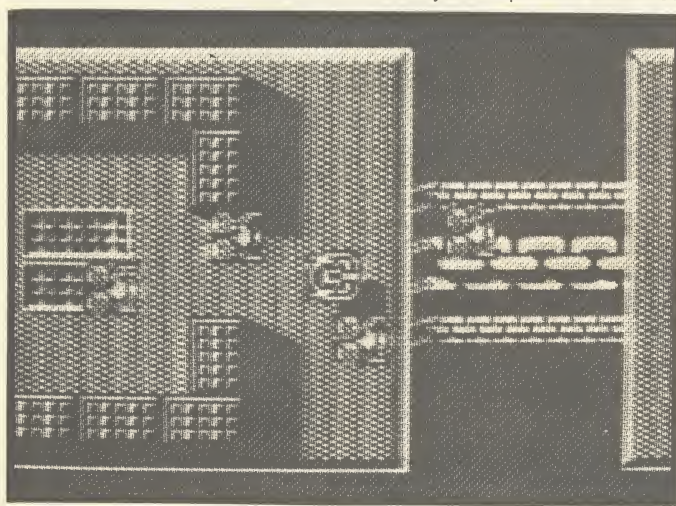
JON RIGLAR'S ZAP CHAT

It's all change here at **SU**. The team who used to try to put together the column has retired, although several members are hanging on for a while. Due to all the hate mail he received, Matthew Norman is going back to the Sixth form to study the inside of an Amstrad. Col 'Nosejob' Leeds, who was in charge of the maps, has decided to become a hermit and revise for his 'O' levels. Mark 'Pierre Cardin' Taylor is the only original member of the clan (apart from me) and several members of the public are joining to make up the numbers. Adrian Singh has become the official hacker



Dan Dare: Groovy Number 2 in Mark's chart

last one is so terrible. So, send them in and they will all be stuck in a bin and one will be chosen. As a dummy run, we tried to persuade Jim to give away his top five but he lied

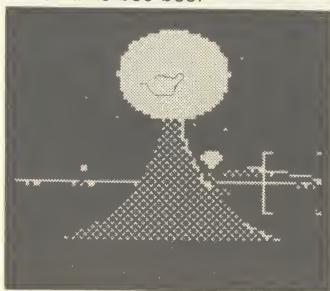


▲ Uridium

— see the new section, *5-Star Pokes*, on page 19 of this issue. Phew!

Finally, Jon Rose, who does absolutely naff all except complain and criticise the state of the mag, is being sent back to Bognor Regis where he can repair fridges for the rest of his miserable existence. Anyhow, I am sure that you would rather hear about the new feature — so here it is. Each month, we are going to print a reader's top five games. All you have to do is to send in your top five all time favourite games including a game which you think is the most naff ever released (that makes, er, six games). Of course you will have to give a reason why you like the top game so much and why the

completely saying that he didn't like computer games and that *Judge Dredd* (the comic) was much more interesting anyway. So, we include Mark's Top Five and his all time boo boo.



Academy: A groovy Number 1 in Mr Taylor's all-time top five

Mark Taylor's Groovy Top 5 (In this case, not in order):

- 1 Academy
- 2 Dan Dare
- 3 Xeno
- 4 Dandy
- 5 Uridium

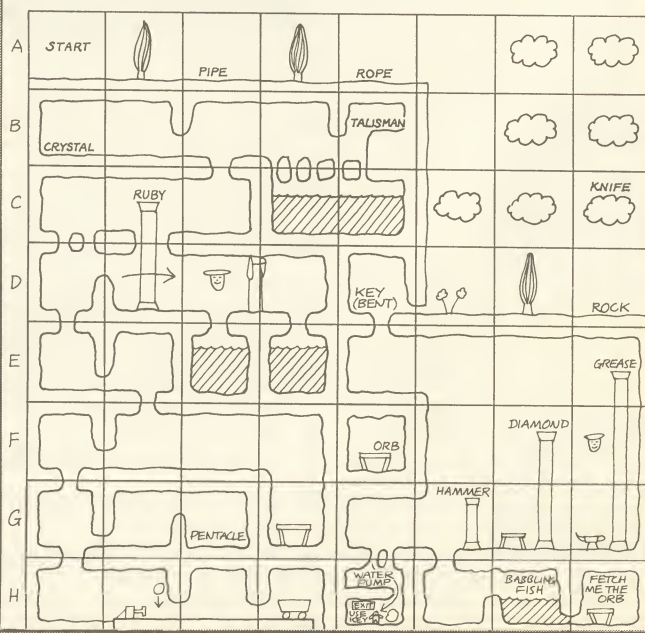
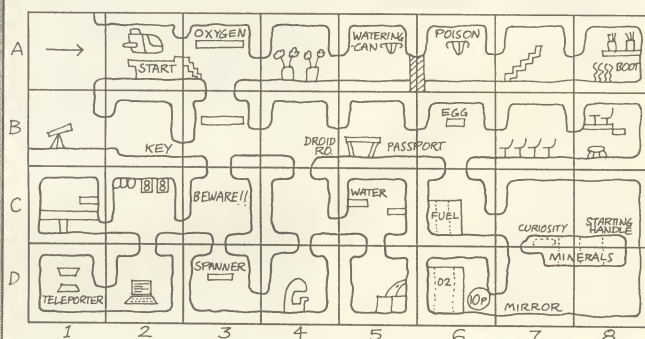
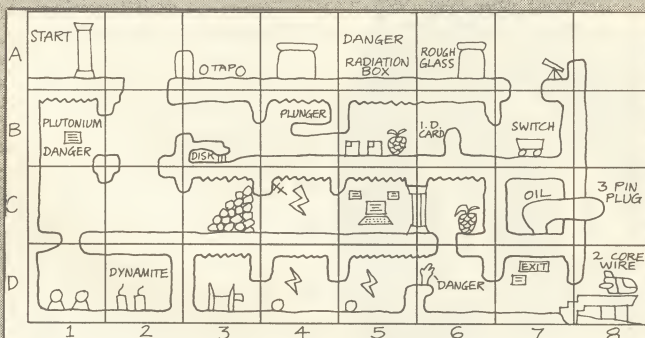
Naff release ever on the streets: *Kung Fu Master*.

"Amazingly fast action and superb graphics all round. KFM is simply naff. By the way, my favourite group is *Level 42*. Is that it? When do I get paid Jon?"

Universal Hero

▲ didn't really get the recognition it deserved (except from **SU**, of course) but it had nifty detailed graphics and some clever puzzles.

■ If you're still lost here's the definitive map of what can be found where and why



JON RIGLAR'S ZAP CHAT

Scooby Doo

Pokes and a bag of Sshkooby snacks from Guido Algari (thanks).



```
1 REM SCOOPY DOO INFI-
NITE LIVES
10 LOAD ""CODE: FOR N=
64000 TO 64025:POKE N=
24, PEEK N:POKE N,0:NEXT
N
15 FOR N=64002 TO
640002+6:READ a:POKE n,a:
NEXT N
40 DATA 33,174,115,119,
195,168,97
50 RANDOMIZE USR 63976
```

Nosferatu

▲ rears his ugly head, but Pokes, from Guido again, are as effective as daylight against him

```
1 REM INVINCIBLE FOR
NOSFERATU
10 FOR a=30000 TO 30054:
READ s:POKE a,s:NEXT a
20 RANDOMIZE USR 30000
```

```
30 DATA 221,33,203,92,17,
211,1,62,255,55,205,86,5,48,
41,33,100,93,54,176,35,54,
254,120,0,17,176,254,33,85,
117,237,176,195,216,92,33,
17,126,175,119,35,119,35,
119,33,174,138,119,35,119,
195,0,118
```

At the time of writing (early Feb), **Judge Dredd** (the game) was not out (sob) and so the whole Zapchat Challenge was in a dilemma.

So we've postponed **Judge D** until next month and instead this month we had a bash at the totally wonderful

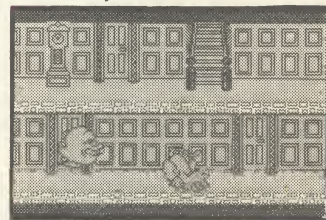
Xeno

▲ from A 'n' F. Mark decided that he was absolutely wonderful and challenged yours truly to a three game duel where the

loser puts the kettle on for a cup of coffee. For the technically minded among you, the quarter length was two minutes and the timeout was set at six seconds. After arguing for ten minutes over who should use what side of the keyboard, play commenced and the results are:

Game Number	Jon	Mark
01	2	4
02	4	5
03	4	3

Mark began to bang the keys and complain that the computer was not working properly as soon as he started to lose. Of course, I did not complain when I lost which was, of course, due to the sun in my eyes. However, after the game finished, his nibs went on to beat the computer 10-0. I am planning a competition for the **Xeno** players out there. If you consider yourself wonderfully talented at the game, write in to me and we'll organise a play off. Mark will, of course, demand to use the right side of the keyboard.

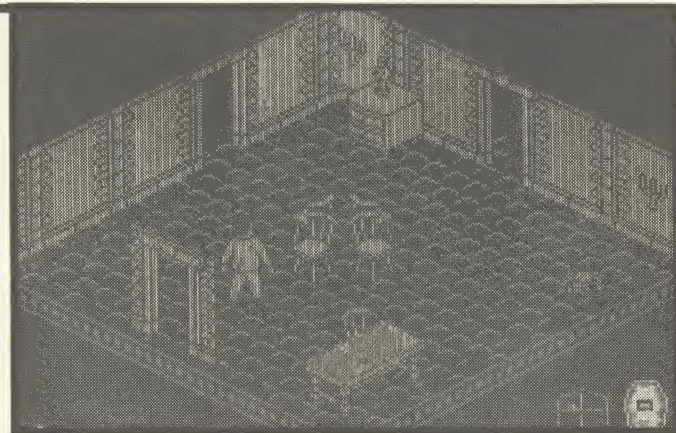


Aliens

▲ is proving popular, but difficult, with the masses. Here are some tips from Dave Holland.

● Divide your team into two groups of three: Combat and Clean-up. I always use Ripley, German and Hicks for combat. Get your combat group into room 78. Don't shoot any aliens on the way but, if you come across one in room 78 kill it. The best route to room 78 is 1 to 4, left into 10, around to 36, left into 69 and forward into 72. Left, out of 72 into 107. From 107, around to 96 and right into 161. Go forward until you reach 78. Once all three are in 78 head east and forward until you are in 187.

● Kill the alien in 187 and move the rest of the combat group into 187. Follow this route: N into 186, N into 189, E into 190, E into 223, E into 224, S into 240, S into 239, E into 246, N into 241, E into 242, N into 227, E into 228, S into 229, S into 230, E into 247, E into 248. Move the combat group together in this section and kill the aliens as you enter each room. Let the same character kill the alien as you will need two characters with full ammo to clear the queen's chamber. Once in the queen's chamber, kill the queen and any other aliens



which appear and also clear all mechanical growths off the walls. Once this is complete: MESSAGE FROM COMPANY TO CHARACTER. RETURN TO MTOB TO COMPLETE MISSION will appear. Send the clean-up unit in to destroy the remaining aliens. When the combat group returns to MTOB this message will appear: COMPANY REPORT. MISSION COMPLETE. COMPANY SUGGESTS CHARACTER RETURNS AT A LATER DATE TO OBTAIN HIGHER CREDIT SCORE.

More quick kill **Aliens** tips from Dave:

● Shoot the aliens in the head for a cleaner kill
● Once the clean-up unit has cleaned all the aliens from a sector seal it off
● Keep the two units close

▲ **Nosferatu** together, except when you are moving from room 1 to 78 and from 78 to 187

● Do not shoot Newt. You gain an extra 1000 points just by meeting her

£5.00 OFF

STARGLIDER

Send coupon to: Starglider Smash Offer, Rainbird Software, 1st Floor, 64-76 New Oxford Street, London. along with a cheque made payable to Rainbird Software Ltd for £9.95. Offer closes March 30th 1987.

SMASH OFFER

POKE CORNER

ONCE again, we come to the assistance of Multiface 1 owners. Here are some Pokes for the wonderful game from CRL Academy sent in by Stewart Carr. The ammo, missiles, bombs and flares Pokes are all temporary storage locations and are overwritten every time you are killed or quit. The cost/weight should be changed after you put all equipment to full on designing the skimmer. The progress report can be changed at anytime.

Use these codes:

26497 - Cost (100 or less)
24496 - Weight
26458 - Progress report 1
26459 - Progress report 2
26460 - Progress report 3
26461 - Progress report 4
47754 - Missiles (max 255)
47755 - Ammo (max 255)
47756 - Flares (max 255)
47757 - Bombs (max 255)
DRAGON'S LAIR - Poke
32719,0 (infinite lives)

Verran

MICRO-MAINTENANCE LIMITED

£5 OFF ALL TRADE PRICES

EUROPE'S LEADING COMPUTER REPAIR CENTRE

TELEPHONE (0276) 66266

TRADE ENQUIRES (0276) 62677

TELEX 858199 Verran G



FULLY COMPUTERISED TEST AND PROCESSING PROCEDURES

Automatic Test equipment is used to assist in the repair of all leading computer products. Many of these have been designed and built by Verran and subsequently sold throughout the world. The advanced technology allows us to offer our repair services at rock-bottom prices to all our customers. No one can match us in performance and price.

Guaranteed reliability is one of the most important points in the selection of who should repair your computer. We are proud to offer our **SIX MONTH GUARANTEE**. Within the first three months we will repair any fault **FREE**. From three to six months only half the quoted trade prices would be charged if your computer developed a fault.

To record the safe receipt and despatch of your computer we have invested in the most advanced computer system available. Each customer unit is logged and checked before return. Whilst your computer is in our possession, or in transit to you, our insurance provides comprehensive cover.

To be assured that the service you get is the best available – use Verran. We always remember that **QUALITY IS NEVER AN ACCIDENT, IT IS ALWAYS THE RESULT OF INTELLIGENT EFFORT.**

SOAK RACK TESTING subjects your computer to a rigorous series of tests over a period of between 2-8 hours. Stringent quality procedures like the *soak rack* ensure the high standard of service our customers have come to expect.

UNBEATABLE DISCOUNT ON ALL COMPONENTS

Over £500,000 worth of components currently in stock.

Unfortunately we are unable to display our complete range, if you require items not displayed just give us a call on 0276-66266 and we will be pleased to quote including delivery by first class post.

SPECTRUM SPARES

Z80 CPU	2.50
ULA 6C001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX 650	.40
ZTX 213	.40
Keyboard Membrane	
Spectrum	3.00
Spectrum Plus	8.00
Metal Templates	3.00
Keyboard Mats	2.00

COMMODORE SPARES

6510 Processor	12.00
6526 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernal ROM	15.00
906114 House Keeper	10.00
6569 – VIC	18.00
4164 RAMS – Memory	1.00
Power Supplies	
C64	19.50
C16X	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

OVER 3500 PRODUCTS REPAIRED EACH DAY...

At our Head Office in Camberley, Surrey, we provide repair facilities for leading companies such as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, WH Smiths, John Menzies and many more. Now we are going to offer you the consumer high quality repair services at **TRADE PRICES**.

In the UK we employ 200 staff to fulfil our customers requirements in a quick and efficient manner. Factory space of 32,000sq.ft. and offices in Switzerland and Germany now make us the largest and most advanced computer repair centre in Europe. Your computer and software is worth hundreds of pounds – send it to Verran and you will undoubtedly receive the best service available.

FANTASTIC LOW PRICES ON ALL LEADING COMPUTERS

Spectrum Trade Price 19.95 NOW £5 OFF 14.95	Commodore 64 Trade Price 24.00 NOW £5 OFF 19.00	BBC B Std Bnd Trade Price 30.00 NOW £5 OFF 25.00
Amstrad 664 Trade Price 30.00 NOW £5 OFF 25.00	Electron Trade Price 25.00 NOW £5 OFF 20.00	

To obtain a quotation on any other product just call (0276) 66266 quoting the advertisement reference number.

(See bottom/left)

TO OBTAIN THE BEST REPAIR SERVICE AVAILABLE JUST FOLLOW THESE STEPS:

1. Send your computer securely packed, accompanied by cheque, postal order (made payable to Verran Micro-Maintenance Ltd) or quote your Access or Barclaycard Number.
2. Quote the special offer reference number displayed at the bottom of this advertisement for your £5.00 DISCOUNT on the trade prices.

LETTERS FROM OUR CUSTOMERS

"I really felt I must write and thank you for the excellent service I received"

Mrs J Gilbert, Plymouth.
"I am extremely delighted and would like to thank you again for the quick and efficient service of your company". Paul Donald, Aberdeen.

Verran MICRO-MAINTENANCE LIMITED

UNIT 2H & 2J · ALBANY PARK · FRIMLEY ROAD
CAMBERLEY · SURREY GU15 2PL



SPECIAL OFFER REFERENCE – SUS 047

Reach an estimated readership of over 250,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name
Address Tel:

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT)
Make cheques payable to EMAP Publications Ltd.

*for second hand sales only

Conditions:
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatsoever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expense arising out of any libelous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

MEGASAVE FANTASTIC SAVINGS

Yie Ar Kung Fu II.....	5.95	Trivial Pursuit.....	12.50	Cop Out.....	6.75
Rambo II (Cobra).....	5.95	Aliens.....	7.50	Deep Strike.....	7.50
Nemesis.....	5.95	Shao-lin's Road.....	6.75	Little Comp People.....	7.95
Stole a Million.....	7.50	Leaderboard.....	6.95	Butch Hard Guy.....	5.95
Hive.....	7.95	Footballer of Year.....	5.95	Star Glider.....	12.95
Fairlight II.....	7.50	Avenger.....	7.50	Sam Cruise.....	5.95
Top Gun.....	5.95	Bangkok Knights.....	7.95	Shadow Skimmer.....	5.95
Elite.....	11.25	Durrell Big Four.....	7.50	Brian Clough's football.....	12.95
Ace of Aces.....	6.75	Uridium.....	6.75	Scalextric.....	7.95
IKARI Warriors.....	5.95	Star Raid II.....	7.50	Bomb Jack II.....	5.95
Xevious.....	5.95	Impossaball.....	5.95	Silicon Dreams.....	12.95
Silent service.....	7.50	Light Force.....	5.95	Annals of Rome.....	10.95
Sold A Million III.....	7.50	Great Escape.....	5.95	Tenth Frame.....	6.95
World Games.....	6.75	Agent Orange.....	6.95	Acrojet.....	7.95
Paper Boy.....	5.95	Fire Lord.....	6.75	Commando '86.....	5.95
Cholo.....	12.50	Double Take.....	5.95	Bugsy.....	5.95
Breakthru.....	6.75	Mag Max.....	5.95	A Dragons Lair pt 2.....	5.95
Botham's Cricket.....	5.95	Konami's Golf.....	5.95	Mercenary.....	7.95
Strike Force Harrier.....	7.50	Super Soccer.....	5.95	Samurai.....	7.95
Theatre Europe.....	7.50	Konami's Arcade Hits.....	7.50	Short Circuit.....	5.95
Dandy.....	7.50	Shock Way Rider.....	5.95	Battle Field Germany.....	10.95
Spitfire 40.....	7.50	1942.....	5.95	Battle of Britain.....	7.50
Trap door.....	6.75	Hit Pack Elite.....	7.50	Arkenoid.....	5.95
Space Harrier.....	5.95	Bazooka Bill.....	6.75	Ranarama.....	5.95
Fist II.....	6.75	Gauntlet.....	7.50	Sailing.....	5.95
Art Studio.....	12.50	Scooby Doo.....	5.95	Krakout.....	5.95
Ghosts & Goblins.....	5.95	The Last Ninja.....	7.95	Death or Glory.....	6.95
Jail Break.....	5.95	Kat Trap.....	6.75	Grange Hill.....	7.95
SAS Strike Force.....	6.75	Express Raider.....	6.95	Star Games 1.....	7.95
Dan Dare.....	7.50	Academy.....	6.75	Knight Orc.....	12.50
Super Cycle.....	6.95	Deeper Dungeons.....	4.95	Into the Eagles Nest.....	6.95
TT Racer.....	7.50	Judge Dredd.....	6.74	Enduro Racer.....	5.95
Rogue Trooper.....	6.75	Skyrunner.....	7.95	Shockway Rider.....	5.95
Glider Rider.....	6.75	P.A.W.....	19.50	Stars on 128.....	7.95
Headcoach.....	6.75	Greyfell.....	7.95	Terror of the Deep.....	5.95
Strike Force Cobra.....	7.50	Handball Maradona.....	5.95	Call Me Trooper.....	6.95
Vera Cruz.....	6.75	Marble mad. Con. Set.....	6.75	Indoor Sports.....	6.95
Animator 1.....	7.50	Big Trouble in L.China.....	7.95	Monty Video.....	5.95

Postage included UK. Please state which micro. Fast Service
Send cheque/PO to: MEGASAVE, Dept SU3
49H Sutherland Street, Victoria, London SW1
Mail Order only

SINCLAIR TITLES

£1.95 EACH

SPACE RAIDER (CART),
ASHKERON, SPELLBOUND,
EXTRICATOR, JASPER,
CODENAME MATT, FANTASIA
DIAMOND, MUGSY, HELLFIRE,
KOMPLEX, VALHALLA

£2.95 EACH

TEACH BASIC ON ZX, THE
COVENANT, STAR BIKE, WHO
DARES WINS II, PSYTRAXX,
JET SET WILLY, BC'S QUEST
FOR TYRES, BEACHEAD,
MANIC MINER, MATCH
FISHING, HACKER, SIR
LANCELOT, POTTY PIDGEON,
GHOSTBUSTERS, POLE
POSITION, GYROSCOPE,
FIGHTING WARRIOR, TOY
BIZZARE, TALOS, ALIEN 8,
NIGHTSHADE, KONG STRIKES
BACK, SHOW JUMPING,
MONTY ON THE RUN, BOUNTY
BOB STRIKES BACK, EDDIE
KIDDS, THE TRAIN GAME,
ZORRO, MONTY MOLE,
BIZZICOM, SPIDERMAN/HULK,
CHESS (SINCLAIR), PROJECT
FUTURE, BRIAN JACK'S
SUPERSTARS, MUGSY'S
REVENGE, GEOFF CAPES
STRONGMAN, CHIMERA,
THUNDERBIRDS, CHICKEN
CHASE, O LEVEL MATHS,
CHEM, PHYS

£3.95 EACH

RIVER RAID, ADVENTURELAND/
SECRET MISSION, PITFALL II,

ENDURO, ROBIN OF
SHERLOCK, TWISTER,
CYBERUN, ZOIDS,
SUPERSLEUTH, WHAMS
MUSIC BOX, BOUNDER,
STARSTRIKE II, SUPER CHESS
3.5, MOON CRESTA, RESCUE
ON FRACTALUS, REALM OF
IMPOSSIBILITY,
PANZADROME, THINK,
VALKYRIE 17, DEATH STAR
INT, HAMPSTEAD,
GUNFRIGHT, SKYFOX, FRANK
BRUNOS BOXING, NOMAD,
WESTBANK, SAM STOAT
SAFEBREAKER, I OF THE
MASK, MINDSHADOW,
ROCCO, REVOLUTION,
METABOLIS, WILLIAM
WOBBLER, RIDDERS DEN,
WINTER SPORTS,
BALLBLAZER, QUAZATRON,
NIGHTGUNNER, FALKLANDS
'82, STAINLESS STEEL, COP
OUT, THE PLANETS, FROST
BYTE, EQUINOX,
INTERNATIONAL KARATE, SIR
FRED, BATTLE OF THE
PLANETS, CHUCKIE EGG II,
SPY V SPY, SURF CHAMP.

£4.94 EACH

COLLOSAL ADVENTURE,
ADVENTURE QUEST, JET SET
WILLY II, ABERSOFT FORTH,
VECTRON 3D, AMAZON
WOMEN, HURG, THE
ILLUSTRATOR, OFF THE HOOK,
NEVER ENDING STORY,
ARCADE HALL FAME, THE
HOBBIT, GERRY THE GERM,

RASPUTIN, COSTA CAPERS,
RUNESTONE, TAU CETI, HOT
SHOTS COMPILATION, THE
YOUNG ONES, RED ARROWS,
MINI OFFICE, W.O.W GAME
COMPILATION.

£5.95 EACH

PACMAN (ATARISOFT), THE
KET TRILOGY, SUPERBOWL,
DRAGON'S LAIR, SOLD A
MILLION I, MEGA HITS
COMPILATION, HIGHLANDER,
MASTERS OF THE UNIVERSE,
EIDOLON, TARZAN, PRODIGY,
CRYSTAL CASTLES, TERRA
CRESTA, COBRA.

EDUCATIONAL SOFTWARE

SPINNAKER SOFTWARE £1.95
EACH
KIDS OF KEYS, FRACTION
FEVER, ALPHABET ZOO,
AEGEAN VOYAGE, UP AND
ADD 'EM, NUMBER
TUMBLERS, LOGIC LEVELS,
DANCE FANTASY, RANCH,
MAKE A FACE, KIDDERCOMP
PADDINGTON PACK 3 £7.95
INCLUDES DISAPPEARING INK,
GARDEN GAMES, EARLY VISIT
HILL MACGIBBON PACK
INCLUDES PUNCTUATION
PETE, BALLOONING, SPECIAL
AGENT, CAR JOURNEY £7.95

GAMES PACK

INCLUDES CODENAME MATT
II, VIEW TO A KILL, FRIDAY
13TH, TEST MATCH, BEAKY &

EGG SNATCHERS, THE
PYRAMID £5.95

UTILITIES & PERIPHERALS

QUICKSHOT II WITH M/S

£10.95
CURRAH MICRO 5 SLOTS £2.95
COMPUTER TO T.V. LEADS

£1.50
MICRODRIVE CARTRIDGES

£1.99
SPECTRUM ADDITIONAL
DRUM KITS:

LATIN £3.99

AFRO £4.99

ELECTRO £4.99

SPECTRUM 48K & 128 POWER

PACKS £9.95 + £1 p&p

3 INCH DISK ONLY £3.50 EACH

AM/FM TRIVIA MUSIC

CHALLENGE

£9.95 + £1 p&p

ALPHACOM THERMAL PAPER 5

ROLLS

£9.95 + £1.00 p&p

SPECDRUMS £25.00 + £1.00

p&p

SINCLAIR FLAT SCREEN T.V.

Now £49.95 HALF PRICE

p&p 1 - 3 titles 75p

3 or more £1.00

Overseas £1.20 per tape

MAKE CHEQUES PAYABLE TO

LOGIC MAIL ORDER LTD

Department 2
17 Leofric Square
Eastern Industry
Peterborough
Cambs
Tel 0733 313870

5 POKES

What's the biggest thing in the whole universe that everyone wants? Infinity, that's what. Infinity is big. It's more lives than a zillion cats, it's more time than life itself and more destruction than Ronnie and Gorbachov put together. It's about time somebody started taking Poke seriously. And this is it.

Each month we're going to take some of the hottest new releases and give you the cheat codes.

And to make it extra easy they'll be complete program listings that are simplicity themselves to type in and get working.

All you have to do for infinite lives, infinite time, infinite ammunition or infinite whatever is type in the short listing, Run the program and simply Load in your game in the normal way. Couldn't be simpler, could it?

IMPOSSABALL

```
1 CLEAR 25599
5 PRINT AT 10,2;"START IMPOSSABALL MASTER TAPE"
10 LOAD ""CODE
20 POKE 64531,86
30 RANDOMIZE USR 64512
40 POKE 65123,195
45 POKE 65124,20
50 POKE 65125,255
60 FOR f=65300 TO 65309
65 READ a: POKE f,a: NEXT f
70 DATA 175,50,225,160,33
75 DATA 113,254,195,102,254
80 RANDOMIZE USR 65082
```

Type in and Run the program, and load in the game tape. Once loaded, you will now have **UNLIMITED** balls. It should now just take precision to conquer the tricky screens

BOMBJACK

```
1 CLEAR 60000
5 PRINT AT 10,3;"START 'BOMB JACK II' TAPE"
10 LOAD ""CODE
15 POKE 65226,250
20 FOR f=64000 TO 64007
25 READ a: POKE f,a
30 NEXT f
50 DATA 62,50,50,213,144
60 DATA 195,0,91
100 RANDOMIZE USR 64705
```

Death is a regular occurrence in this Elite game, so the Poke will give **BOTH** players (on the two-player game) or **ONE** player (on the one-player game) and **UNLIMITED SUPPLY OF LIVES**

**ALL POKES
CREATED BY
ADRIAN
SINGH**

FIST II

```
5 CLEAR 65535
6 PRINT AT 10,3;"START FIST II MASTER TAPE"
10 FOR f=65200 TO 65237
15 READ a: POKE f,a: NEXT f
50 DATA 221,33,175,253,17
55 DATA 171,0,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,206,254,17,252
75 DATA 253,1,10,0,237
80 DATA 176,195,232,253,0
85 DATA 62,24,50,182,105
90 DATA 195,14,241
100 RANDOMIZE USR 65200
```

Enter and Run the above program as printed, and load in the game tape. Once loaded your will now have **INFINITE** lives, enabling you to survive deep into the heart of the game. Note: the lives counter does count down, but the game will not end once it reaches zero

AGENT ORANGE

```
5 CLEAR 53000
6 PRINT AT 10,1;"START AGENT ORANGE MASTER TAPE"
10 FOR f=53000 TO 53039
15 READ a: POKE f,a: NEXT f
30 DATA 6,3,197,221,33
35 DATA 0,206,17,0,1
40 DATA 62,255,55,205,66
45 DATA 5,193,16,239,33
50 DATA 41,237,17,214,206
55 DATA 1,10,0,237,170
60 DATA 195,0,206,175,50
65 DATA 188,144,195,44,133
100 RANDOMIZE USR 53000
```

Again type in and Run the program, and load in the game tape. You will now have an **INFINITE** supply of ships for your quest to seed and harvest the planets. Be warn-ed, if you want to trade your ships, don't trade them all in - or else it's **GAME OVER**

BMX SIMULATOR

```
5 CLEAR 24920
6 PRINT AT 10,0;"START BMX SIMULATOR MASTER TAPE"
10 LOAD ""CODE
15 RESTORE 30
20 FOR f=65500 TO 65534
25 READ a: POKE f,a: NEXT f
30 DATA 241,221,33,0,64
35 DATA 17,0,27,62,255
40 DATA 55,205,86,5,221
45 DATA 30,68,97,17,152
50 DATA 158,62,255,55,205
55 DATA 24,5,62,53,50
60 DATA 112,192,190,140,185
70 RANDOMIZE USR 65500
```

Type in the above listing as it is printed, Run it and start the game tape. Once loaded, play will be as normal, except that now the clock does not count down, thus giving you ample time to complete each screen enabling you to reach further screens easily.

UNDER RAPS!

Palace's in-house programming team – the same one which produced **Cauldron** – is just putting the finishing touches to **Barbarian**. It's an arcade combat game, somewhat a *la mode* of **Dark Sceptre**, where large cartoon fantasy figures swing at each other with swords. It all sounds pretty interesting and, with a projected release date of May/June, it could beat Mike Singleton's effort on to the shelves.

Key-line, a Danisssss software development house, is – rather appropriately – programming **Vikings** for Creative Sparks. It's a smooth scrolling arcade romp set amongst ravening hoardes where an heroic Viking sets out to rescue the Warrior Queen (boring plot #1) who's being held captive. Cross seas, scale towers, burn down villages and master sacred labyrinths. All in all pretty innocent fun, for a 9ft Viking

Icon, the team handling **Flash Gordon** conversions, is programming **Milk Race** for Mastertronic. The game's sponsored by the Milk Marketing board and puts you in the saddle of a racing bike during the famous European Milk Race. Apart from the dangers of slippery roads, land slides et al, your cohorts can't touch you during the race and you only get food, drink and relief every 100 miles of the course. Phewie!

St Brides, those awfully nice Irish Ladies who produced that rabbit **Bugsy** adventure for CRL, are likely to start design and programming of **Jack The Ripper**, also for CRL, very shortly. It'll be a gothic adventure in the **Dracula** and **Frankenstein** mould. The game'll be written using Gilsoft's **Paw** adventure creator so a lot depends upon Gilsoft releasing the Spectrum version of the utility quickly.

Design Design has been selected from a cast of thousands to program the Z80 versions of Domark's new 007 blockbuster **The Living Daylights** (Spectrum and Amstrad yuk). Domark's been hunting for a bunch of hip dude prime programmers for the title since way back last year. **Living Daylights** will now appear in June, shortly after the Bond film is premiered.

Delali, the team which produced **Biggles**, for Mirrorsoft, is now programming **Mean Streak** again for the Maxwellian off-shoot. It's a hunter-killer motorbike chase designed by David Bishop (he's one of those rare breed of semi-professional games designers). You can view it at the PCW Show in September and probably buy it at the end of the year. You can't say we don't bring you the info early – (we may all have been nuked or got AIDS by then – who knows...)

Newsdate April

Who'd FRANKENSTEIN

The theatrical fog is clearing from CRL's new gothic monstrosity. And Frankenstein lopes on to the computer screen.

Keen to make the most of its success with **Dracula** the adventure game – 15 certificate, digitised pictures and all – the company's re-employed author Rod Pike to turn Mary Shelley's classic novel, not the Hollywood films, into a game.

Frankenstein, that's Doctor and not Professor as CRL would have us news hounds believe, is in three parts (make up your own jokes but don't send them here). **Loads 1** and **2** tell of the Doctor's search for the monster, and can be loaded without the need for secret code words. **Load 3**, however, is something else and you can only get through to it once you've completed the rest of the adventure. It tells the monster's tale, why it kills and how it

feels rejected by the rest of humanity. Rod Pike says: "I wanted to get the atmosphere and pathos of Mary Shelley's novel rather than the gore of the Hammer films." Part 3 of the game'll make you feel so sorry for the poor beast and you'll wish you hadn't killed it.

Rod's monster is a beautiful creature, in a skeletal sort of way. Rod explains: "I see the creature as something to be pitied, as a human being who doesn't understand why he's being treated so badly. There are no bolts through his neck."

He's gathered inspiration for the adventure from a number of sources, but mainly from the TV documentary shown on BBC1 several months ago. He says: "There's one scene in particular near the end of the play which sums up my monster. It's when Dr Frankenstein and the monster are

2 WANTING A NEW WAY TO ADVERTISE?

DO YOU WANT TO PROMOTE A NEW RECORD?

Let SHANE help

RING (0533) 511734

HAVE YOU ANYTHING YOU WANT TO SELL? *

TOP 10 ALBUMS

1	PHANTOM OF THE OPERA
2	HOT CHOCOLATE
3	PAUL SIMON
4	SIMPLY RED
5	PETER GABRIEL
6	ERIC CLAPTON
7	FIVE STAR
8	BANGLES
9	DIRE STRAITS
10	LUTHER VAN-DROSS

3 (NEW): -- 'BROTHERS IN ARMS' (Verti

Close your eyes. What do you long for, apart from being rid of those funny swimmy blotches? Yep, more places to buy your software. After all, it could mean less far to walk and that'd be a serious advantage. Anyhow, Woolworths has now joined W H Smith and Boots in stocking the full Top 30 titles. Until recently only a comparatively small number of the chain's stores carried just Mastertronic budget titles and a few Commodore and Atari (tth...ting) packages. All that's now changed. The full Top 30 will go into more than 70 Woolworth's stores while budget titles will be sold in 196 of its shops up and down the land. Seems like a good development.

Yet another way for new 128K+2 owners to sell their old Spectrums. Put it up for auction. Equally if you're looking for some new hardware, MCD Computer Auctions is organising a series of computer sales in Berkshire... Many of the lots on offer, ranging from 48K Spectrums to classy mainframe machines, are liquidated stock, ex-demonstration equipment or 'As-new' computers from individuals. If you'd like to sell any equipment or receive the latest sale catalogue – priced £1.00 plus p and p – contact Derek Telfer at MCD Computer Auctions, Wilburn House, London Road, Sunningdale, Berks, SL5 0ER, or call him on (0990) 23002. Could do you a deal...



Shake, rattle and roll. An outfit called Keep Publishing has launched a new fortnightly music magazine on tape. What's this got to do with the Spectrum? Quite a lot, actually. No, there're few audio tracks on it, but it **Loads** into your Spectrum to display page upon well-laid-out page of pop and rock charts, info on the music scene and the scandalous stories behind life on the road. It'll also soon include items on computer games, films, fashion and broadcasting. **Shake** costs just £1.99 available by post only from Keep Publishing, Epic House, Charles Street, Leicester, LE1 3SH.

You've got to draw the line somewhere. And now even 128K+2 owners can – with a new version of Trojan's light pen. The pen straps on to the machine's back port and is supported by a graphics package, similar to Rainbird's **Art Studio**. The package'll allow you to draw freehand, create geometrical shapes, fill shapes using colour or texture, and move images around the screen. The pen and its software is priced at £19.95 and is obtainable – if you wish – from Computer Covers, Freeport, London, W5 1AQ.

CRL's got the rights to **The Blues Brothers**, the side-splitting blues adventure starring John Belushi and Dan Aykroyd. John Belushi's just come out of prison and both brothers want to do some good in the world. They find that a local mission has run into financial trouble and are convinced they want to raise money for the nuns. The game's about their trials and tribulations on the path to musical success. CRL says that the game'll be in the strategy/arcade mode but it's still at storyboard stage and unlikely to hit the high streets before the autumn. And if you haven't seen the film, DO. Never in the field of film making have so many police cars been needlessly written off... for nothing.

TW TMTW THAT WAS THE MONTH THAT WAS

sitting on a grassy slope, talking about its problems." Sounds like a crazy mixed up monster . . . Frankenstein's a text and graphics game. The text is in a beautiful gothic character set while the graphics are again digitised - using CRL's video camera technique. This time, though, some of the graphics are animated. We won't let too many secrets out of the lab - Rod turns into a werewolf on the night of the full moon - but one of the less startling effects is the sight of one of the characters crying. Sounds like good stuff. There's a long way to go yet, according to Rod and the boys at CRL, but Frankenstein should be up and walking in April. It's unlikely to be wearing a 15 certificate, but that'd just look silly around this monster's neck.

More rumblings with the Plus 3. Brentwood supremo, Al Sugar is pressing ahead with plans for his disc-based Spectrum.

On February 23 Amstrad gathered together representatives from twelve of the most trusted (by Amstrad) of the independent software houses to unveil details of the machine.

The event, which should have been quite exciting, was actually rather a waste of time. Mainly because Amstrad chose to reveal precious little more than that which had already appeared in the pages of this mag.

The machine is apparently now scheduled for a launch in late summer at a price - according to Sugar himself - of 'over £200'. Which sounds a lot like £229.95 - one of those 'magic' prices.

The blank discs will come down in price to somewhere just over a pound a shot, mainly because Amstrad has around seven million of the things currently sitting in its warehouse looking for a home. Commercial software titles on discs, however, will truly be the micro equivalent of CDs, retailing at somewhere around £12-15 - although for that money you'd expect to get a bigger-than-48K game.

Really the only sticking point is the £200+ price.

If the Plus 3 is to be as meggasuccessful as this year's model - Amstrad is claiming 300,000 128K+ 2s sold already!! - it has to cost under £199.

Over £200! Pah! Think again Amstrad . . .

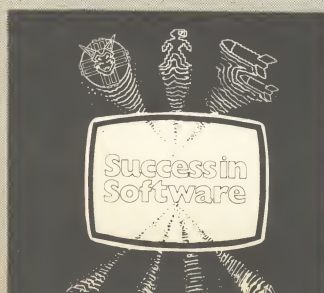


Elite is launching a new compilation of seven games called the **6-Pak**. Now that in itself is pretty remarkable. Even a smidgen more peculiar is that the seventh game is **Duet** - Elite's much-rumoured, but so far unreleased, **Gauntlet** look-alike. Presumably its appearance on the **6-Pak** means Elite reckons it has missed the **Gauntlet** boat and is using it to perk up a golden oldies tape. (Q: What is better than a six-game compilation tape with six old games on it? A: A seven-pack tape with six old games on it and one tantalisingly tempting as-yet unreleased track). Who says the software industry doesn't flinch ideas from the music biz? For the record, the other six titles on this £9.95 tape are: **Jet Set Willy II** (Software Projects), **Fighting Warrior** (Melbourne House), **Scooby Doo** (Elite), **Sacred Armour of Antirad** (Palace), **Split Personalities** (Domark), and **1942** (Elite). And, horrors, it's actually very, very good value. Ol' Steve up at Elite knows a bargain when he sees one, and so do we.

Marketing execs - those guys 'n' gals with Filofaxes and BMWs - have a lot to answer for. 'So you've had a hit', they say. 'My advice, and it'll cost you, is to do it again'. Well, Elite and Gremlin have both been particularly innovative. Elite is working on **Ghosts 'n' Goblins II** and **Commando II** (hot on the heels of **Bomb Jack II**) and Gremlin is putting together **Jack the Nipper II** and **Thing on a Spring II**. Elite and Gremlin obviously find new ideas a trifle difficult.

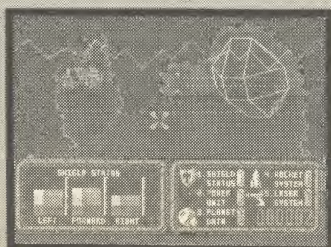
How many of the **Star Wars** movies have you seen? Do we care? (Well, yes actually, they were quite good and generally well worth seeing). No matter. The thing is Domark has forked out the (sh) redds and got the rights to the three Atari coin-op games based on the films: **Star Wars**, **The Empire Strikes Back**, and **Return of the Jedi**. It's another notorious mega-licence but don't worry. Real Time Software - which did **3D Star Glider** - is tipped to do the conversion so it could be real snappy vector graphics effort with sound and speech enhancements for the 128 machines. **Star Wars**, the game, is likely to appear on the Domark label in September, to be followed by the other Atari licences - **The Empire Strikes Back** and **Return of the Jedi** - next year.

Apparently the secrets of producing best-selling software are revealed in **Success in Software**, a slim volume being punted out by Superior Software. The book contains tips on copyrighting your games, how best to send in programs on spec to publishers and how to make sure you get your money from them when your program is published. Just send an SAE to Superior Software, Regent House, Skinner Lane, Leeds, LS7 1AX.



How are you at doing your own computer graphics? Terrible? So are we. However, now you can be a walking disaster. Underware - and here I kid you not - will transfer your computer-generated images on to the T-shirt of your choice. All you need is some graphics to dump, an Epson compatible printer, and the special Underware (II) ribbon. You simply dump your image on to print-out paper using the special ribbon, and then use a hot iron to transfer the image from the paper on to the garment of your choice. Simple but expensive. A black ribbon will set you back £15. Coloured ones are £23. All the info from Banbury Business Computers, 3 Schofields Way, Bloxham, Banbury, Oxon OX15 4NS. Still, it could get quite nifty if you could dump out screens for **Fist II** or **Shadow Skimmer** on to your chest.

Mikro-Gen has hardly had time to put up the notice 'Under New Management' - it's been bought by Creative Sparks - and here comes its first compilation of oldies. **The Classic Collection** - its choice of words, not ours - features four Mikro-Gen titles. Two recent ones, **Frost Byte** and **Stainless Steel**, and **Battle of the Planets** and **Pyjamarama**.



WINNERS

At the most recent Microfair, innocent passing strangers were accosted by the members of **SU** team and forced to fill out a card. The card was yet another **SU** comp in disguise. You had to see if you could rate a series of game *Top Gun* (★★★), *Tarzan* (★★★★), *Druid* (★★★★★), *World Cup Carnival* (★), *Virgin Challenger* (★★) and *Uridium* (★★★★★ Classic) and see if your rating could match the original

SU review rating. The idea was that you did it by pure judgement alone but the more astute simply looked up their old copies of the magazine. Scoundrels.

Prize for the first correct ten entries picked out of a car boot is **Short Circuit**, game of the film from *Ocean*. The ten lucky winners are K Jeffery of Dagenham, P Johnson of Elstead, T Evans of London, Richard Lunn of Rainham, Bill McNeill of Rainham, Peter Raggett of um Rainham (It isn't a fix honest...), Sam Mahlane of London, M Johnson of Slough, Roy Ward of Oh God Rainham and J Burton of Wigan. Copies of the game will be dispatched as soon as you can say 'Has the post gone yet'.

TOP GUN

Very popular this compo, but that's not surprising as it featured Kelly McGillis and Tom Cruise – the film not the questions. The answer, below, was a hit and miss affair, but we'll have

given you top marks if put your mark in the shaded part of the sky. Anyone who put the 'plane near the ground loses marks for a crash.

The first prize winner, **J Tedgold of Florence Road, Brighton**, gets an all expenses paid trip to a British Aerospace flight simulator in Herfordshire.

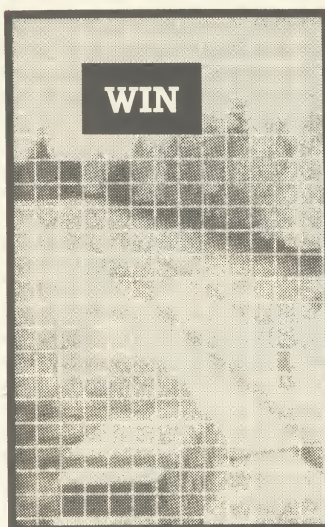
The fifty runners' up prizes, of those fabulous *Top Gun* games from high flying Ocean go to:

Darren Radley, Maylandsea, Essex, CM3 64Q; Robert Batchelder, Woodloes Park, Warwick, Warwickshire; Christian Lewis, Tonbridge, Kent; Paul Waters, Sneinton, Nottingham; Andrew Cordiner, Fishcross, Clackmannanshire, Scotland; Rod Shaw, Lodger Lane, Nailsea, Avon; Mr C N Robinson, Romford, Essex, RM7 7Af; Mr S Lucas, Sankey, Mr Warrington, Cheshire; Derek Jenkins, Llawishen, Cardiff, CF4; G Relshaw, c/o SSG Belshaw, Tm Troop BEPO 58; Matthew Johnstone, Terrygowan Cottage, Aherdeenshire, Scotland; Tony Beavis, Galleywood Chelmsford, Essex, CM2; Barry Lincoll, Northern Ireland, Training Est, Brercom Barrack BFPQ 505; M Wisbey Willesborough, Ashford, Kent TN24; Philip Fletcher, Heathfield East Sussex, TN21; Fordley, Chamlington, Tyne & Wear, NE23; Stephen Henson, Woolston, Southampton, Hants, S02 7GN; Mr B P Rogers, Forest Hill, London, SE23 1AF; Marc Seenan, Carluke, Lanarkshire, Scotland; Matthew Hall, Sandbank House, Heywood, Lancs, OL10; Scott Denyer, Corringham, Essex, SS17;

David Vincent, Herts, WD4; Patrick Wallace, Sheffield, S11; A Meek, Cramlington, Northumberland, NE23; Marc Whittingham, Parkstone, Poole, Dorset, BH12; Jason Murphy, Naury Co Down, N Ireland, BT35; J Murray, Abington

on-Trent, Staffs; Jonathan Finn, South Wales CF6; Paul Sruoga, Coleshill, Birmingham; Ian Green, Sheffield S47. South Yorks; J Hobbs, Wyke Rogis, Weymouth, Dorset FT4; Richard Sefton, Comber, Co Down North Ireland; Mark Warner, Hengrove, Bristol, Avon, BS14; Alex Mallinson, Charltonstores, Charlton, Worcs, WR10; Mr Adrian Platts, Whittington Moor, Chesterfield, Derbyshire; Paul Snowdon, South Woodford, London, 18; Matthew Hobbs, Camberley, Surrey, GU15; Lee Kirkan, Sointon, Manchester, Hanes, M27; Mr S Telford, 153 Broombankterrace, Edinburgh, EH12; Wayne Styles, Sutton Est, Salford, Manchester; Gareth Lewis, Riddish, Stocilport, Cheshire, SJ5 6QA.

A further 25 lucky third prize winners get the chart topping soundtrack from the film with at least two single hits to its credit. They are; Michael Follen, 46 Lancaster Crescent, Downham Market, Norfolk, PE38; Mr C Brett, 15 Church Mews, Hatton, Nr Berby, DE6 5DP; David P Elliott, 39 St Nicholas Street, Castleford, West Yorkshire, WF10 4EH; Alistair Scott, Edinburgh, Scotland EH12; P Bilton, Ftioris Cliff, Christchurch, Dorset; Matthew Jackson, Worsley, Manchester, M28; Colin Andrew Godfrey, The Gables, Rowdson, Dorset DT1 3XZ; SP Evans, Selly Oak, Birmingham, B29 6HR; Mike Watson, Darwen Lancs, BB3 3AJ; Charlotte Chipchase, Oxford Ox 4; Paul Townshend, Cookham, Maidenhead, Berkshire SL6; David Allen, Caterham, Surrey, CR3; Alan Dexter, South Anston, Nr Sheffield, South Yorks, S31; Christopher Rolland, Rushington, West Sussex, BN16; Stuart Rothwell, Blackfell, Washington, Tyne and Wear, NE37; M Hulse, Ashton Under Lyne, Lancashire, OL6; SP Kelly, Paddock, Huddersfield, HD3 HEP; Christopher O'Reilly, Erdington, Birmingham B23; Andrew Patrick, Colby Castletown, Isle of Man; Mr A J Bruce, Northole, Middx UB5; John Povall, Eaton Ford, St Neots, Cambs PE19; Christopher Hill, Lesburn 60, Antrum, N1 BT27; Phillip Shieber, RAF Wethersfield, Braintree, Essex, CM7; Richard Godden, Merseyside, MA11; Richard Payne, Middlesbrough, Cleveland.



Vale, Northampton, NN3; Sam Roads, Southwoodford, London, E18; Stephen A Blower, South Yorkshire, S8; Paul Rowe, Treeton, Rotherham, South Yorkshire; P Chessman, Waterlooville, Hants, PO7; Andrew Ridley, Staithes Saltburn, Cleveland, TS13 5AN; David Godsall, Long Eaton, Nottingham, NG10; Gavin Thornton, Waveny Hill, Oulton Broad, Lowestoft, Suffolk, NR32; Paul Newell, Bubery, Birmingham B45; Peter Harrison, Alsager, Stoke-

MURDER OFF MIAMI COMPO

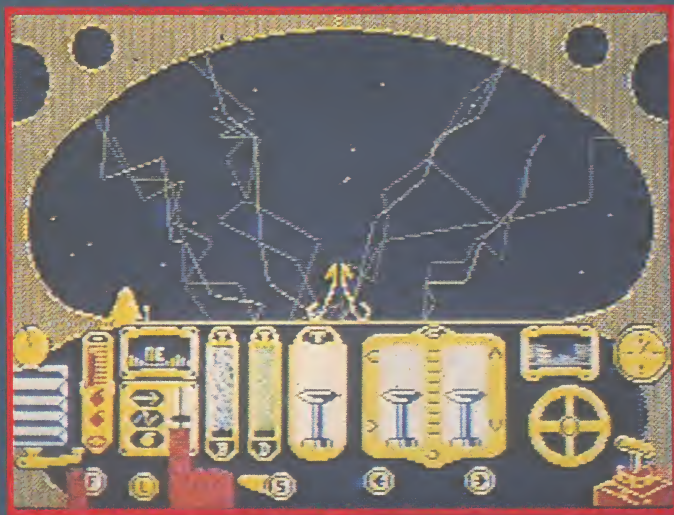
Most of you would make great detectives – probably – but the answer to our murderous conundrum was Soames. There were six clues and his was the only six letter name.

First winner was **Mr A J Bruce, Northolt, Middx** who gets to go on our Murder Weekend. The 20 runners get a copy of Dennis Wheatley's **Murder Off Miami**, from CRL. They are: Glen Skinner, Kingston Par,

Newcastle Upon Tyne, NE3; James McMullen, Grange, Cork, Ireland; Steven Lea, Lisson Green Est, London, NW8; Paul Lloyd-Holt, Deane, Bolton, BL35, Lancs; Brendan Deulin, Co Tyrone, N.Ireland; G McCree, Lancs, HA30, Ayrshire; Alistair Mat, Moray, Scotland, IV30; Mark Graham, Heyham, Northumberland, NE46; James Burton, Christchurch, Dorset; A Dodd, Edgeware, Middx, HA8; Andrew Watson, Woodthorpe, York, YD2; A Lang,

Croydon, Surrey, CR0 8SH; Mr P Robinson, Trimley St Mary, Nr Ipswich, Suffolk, IP10; Darren Turner, Aylesbury, Bucks, HP21 8GB; Tom McKernan, Enniskillen, Co Hirmnagh, N1 BT74; David Broomfield, Great Sankey Warrington, WAE 17; Chris Neil, Greenhow, Bracknell, Berks, RG12 4SQ; Marc Staniszewski, Kidderminster, Worcs DY10; John Studholme, West Yorkshire, BD7 2PP; Julian Scott, Smarden, Nr Ashford, Kent, TN27.

TERROR OF THE DEEP



Met the devils of the deep blue sea – well, Scottish Loch, anyway – in Mirrorsoft's latest software vehicle.

It's set at the close of the 19th century when Victorians first looked to the skies and saw weird UFO's and to the seas where wee timerous beasts, such as Nessie, hid in the black depths.

What's the connection between Nessie and UFO's? Well, according to eye-witness reports, a large number of meteorite-like objects have fallen from the skies above Loch Ness. These hunks of molten rock brought strange creatures to the loch's surface which threatened the local fishermen and may have had an adverse effect on the monster itself. She hasn't been seen for a while and you've got the opportunity to investigate these happ'nin's.

It's an insane escapade. An eccentric Scottish engineer who lives close to the Loch has agreed to lend you his new

fangled bathosphere – a sort of early submarine – to take a dip in the deep.

If you're still willing to investigate climb aboard the craft, select your drop place within the loch using the cursor pointer on the map – all mod cons here – and switch to dive mode.

The main, submersible, screen displays a bewildering array of switches, sticks, dials, and indicators. The cassette insert says 'by dint of logic you deduce what they are...' Logic? You need to be a minor genius to work out which instrument does what within the cramped display. Admittedly, Mirrorsoft has provided information about the controls – left to right – but they're not easily memorised and, when you're under attack from horny-eared toad creatures, you're not likely to have time to glance from the screen to your scrap of highly glossy insert.

If you hang around too long in one place you'll be attacked

by puny-looking yellow monsters. The best way to avoid them is to dive, but remember that you'll constantly need to keep the oxygen pumping and keep supplies and weapons coming down more frequently by using the Klaxon a specified number of times.

As you go deeper all the supply problems get more serious.

Also, as you sink, the monsters get larger and more dangerous. At first they look like harmless guppies but soon you start to get bug-eyed creatures which would be at home in an Ultimate game and many-tentacled terrors which glide up from the bottom of the sea window. They'll approach from more than one direction so when you hear the banging on the hull, move your vantage point around to find where the destruction's about to occur.

Talking of banging noises, there's a 128K/+2 version of the game on Side 2 of the tape. It includes some very nifty sort-of-sampled sound. The oxygen pumps thud and hiss, water bubbles around the sub, and the weapons – of course you'd have some means of self defence even in this tub – make all sorts of zinging and kat-chowing noises.

The three types of weapon you've got are spears, which are singularly ineffective, an electrical field which drains energy if used too much, and a bomb. The bomb's the most impressive weapon – it makes the most noise – but you've got to drop it, prime it and, when you've escaped, detonate it. Not something I wanted to do an awful lot.

OK, I admit it. While I was turned on by this game's unique mode of transport at the start I floundered a bit with the controls and soon became bored with the oh-so-similar monsters. Although some of the monsters were pretty big, I longed for a shoot 'em up. I could really get my teeth into.

If you've got the odd half a

**STRATEGY
SIMULATION**



REVIEW

FACTS BOX

Hair raisingly eerie at first, but the monsters soon appear. Complex underwater simulation which ultimately became dull

TERROR OF THE DEEP

Label: Mirrorsoft

Price: £9.95

Author: Mr Micro

Joystick: various

Memory: 48K/128K (enhanced)

Reviewer: John Galt



day, you like watching bubbles gurgle up the screen and enjoy shooting things now and again – and it's very now. and... again – you'll give this your own Classic. Me? I just couldn't.



SOFTWARE STAR RATINGS

All software reviews carry a star rating, the basis of which is value for money programming, graphics, speed, speech and sound presentation and addictiveness

★★★★★

Solid gold. Buy it

★★★★☆

Well worth the folding stuff

★★★☆☆

Pretty average

★★☆☆☆

Very poor. Probably over-priced too

★☆☆☆☆

A total rip-off. Complain loudly



REVIEW



REVIEW



REVIEW



REVIEW



REVIEW

Each review carries an icon which shows the type of software.

Arcade is for animated games, which in general, reduce the life span of your joysticks.

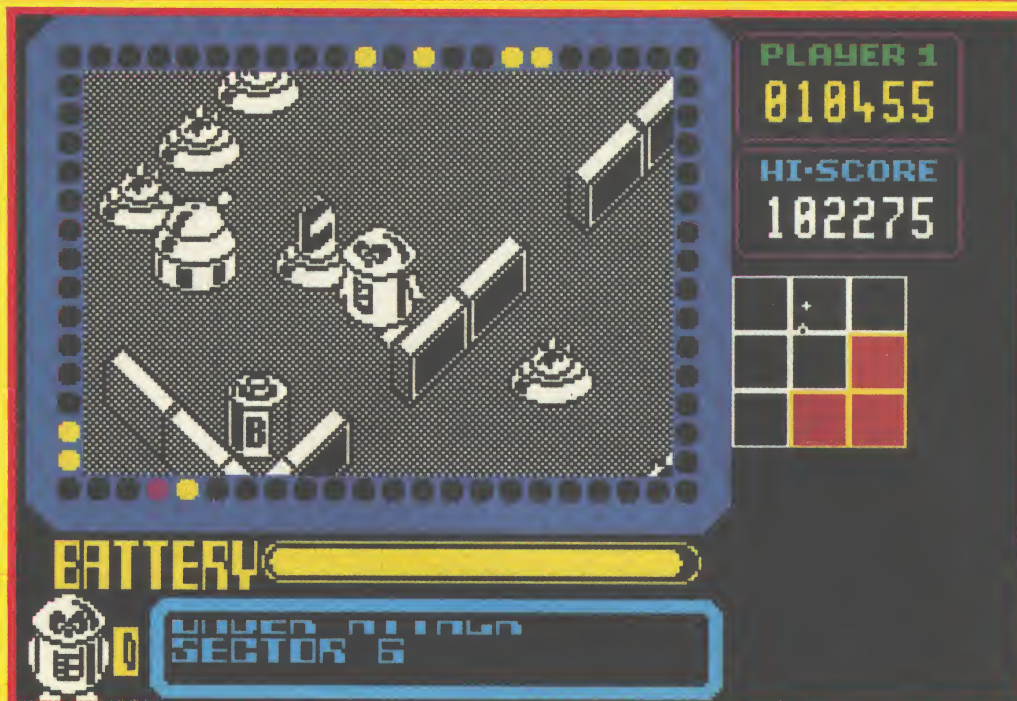
Toolkit covers programming utilities which improve the quality of home-made software or packages which make machine code easier to write.

Work Out, software which can be used in the home, such as car maintenance or home finance.

Strategy and Simulation are games where thought, planning and judgement are the principle skills required.

Adventure includes either graphic or text adventures.

MARTIANOIDS



FACTS BOX

Ultimate reverses drive for this comeback. The graphics contain few innovations but it's the plot that scores

MARTIANOIDS

Label: Ultimate

Price: £9.95

Memory: 48K/128K

Joystick: various

Reviewer:

John Gilbert



the side of the screen. Robbie the robot is shown as a blip on that display, the program is shown as another blip. Go find the processor pyramid then meet up with the program and nudge it towards its destination.

If a sector square starts to flash red and yellow it's under attack drop everything and rush to its defence. When you've killed a few aliens and replaced a few poles the emergency red stops flashing and you can go back to work on your other sector.

Once you've finished the clean up job on one sector its square turns white and the message window at the bottom of the screen informs you which sector you'd better hit next.

Martians in disguise

Where have I seen them before? I could be one of the early Dr

So many people have released Ultimate 3D graphics clones that, when I saw **Martianoids**, the company's first release for more than a year, I thought 'oh no not another one of them!'

Not so, though. The graphics are almost the same as Ultimate's other offerings, but the perspective's sharper and the play is more varied. You control a very unconvincing, cylindrical robot which is armed with gas spray and laser zap guns.

Your massive space ship *The Markon Dawn* has been invaded by aliens, innovatively called

Martianoids, intent on destroying the master computer and, like a swarm of wasps create an environment in which they can live. The only way they can destroy the computer is by eliminating its lines of communication and halting the flow of programs from each sector of the ship to the main processor.

Your robot's main tasks are to collect batteries for energy, protect all sectors, and act as guard for each fluttering program as it floats towards its pyramidal sector processor. Once each program reaches its pyramid the sector's activated

and the automatic defences start to destroy the aliens.

It's not an easy job because the aliens rip up the program path rods—which look like revolving barbershop poles—out of their holes and dump them. You can scoop four up at a time, then you've got to find empty holes and slot the poles back into them. Once all the holes—and poles—are working, the program can get home and all is sweetness and light for that sector.

Sectors

You start in the central sector square, shown on the map at

Sigma 7

FACTS BOX

Really quite nice. Good graphics and varied game-play make it well worth the cash. Could lack addictiveness

SIGMA 7

Label: Durell

Author: in-house

Price: £9.95

Memory: 48K/128K

Joystick: various

Reviewer:

Griffin Taylor



Sigma 7 is really rather good. It looks a little like **Zaxxon** (brilliant semi-3D arcade game) but then goes on to reveal original and entertaining sections.

There isn't much sign of a strong plot-line, but the pleasing gameplay and attractive graphics make up for this.

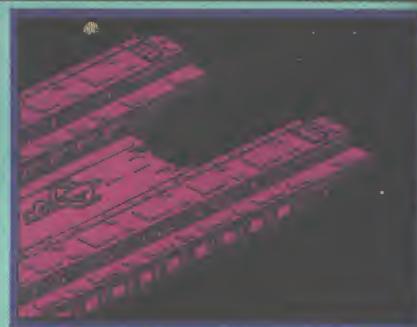
Sigma 7 is split into three sub-plots, each with a different aim.

At the start (Stage 1) your little space craft can be seen launching off from an impressive mothership and making a flightpath diagonally

up the screen.

As soon as the mothership has moved off the screen and you are happily motoring away, on come screaming waves of green aliens that swirl and twirl all over the shop, making flying very hazardous indeed. The obvious solution is to bank left and right, wiping out the aliens as they appear. This is pretty easy to begin with, but soon gets tricky as more appear at a faster rate.

Once these are dispensed with (a fairly easy task on the first levels) another large construction will appear in the top right-hand corner of the screen and work it's way down.



Once you get to it, you'll find yourself on Stage 2 which is a little like **Pacman** in an odd sort of way.

You're in control of a tank-like vehicle which sits on a sort of griddy affair which—initially—has pathways littered with little coloured blobs. By guiding your tank over the pathways you pick up some of the blobs. Others will stay in place (and more of those in a minute). Hampering your progress by running into you are small square aliens that revolve and gang up on you if

ARCADE



REVIEW



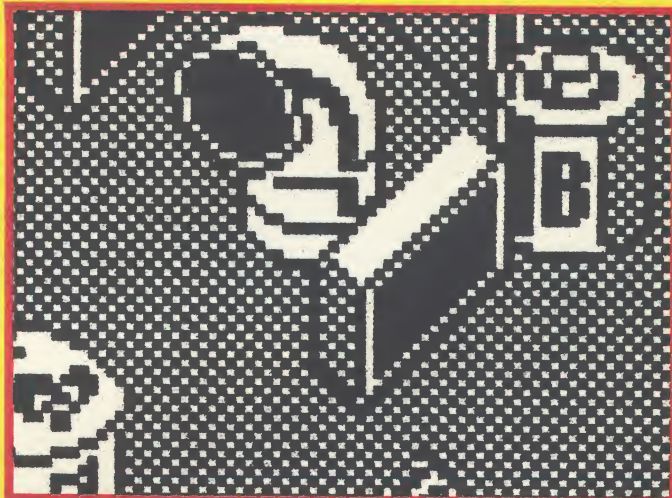
better perspective than the other Ultimate titles, a larger variety of curves, flats and textures have been used. Finally, the gameplay just... how can I put it... *feels* good Ultimate is back in the game!

for Ultimate, which always used to rely on laser bolts. It's something of a technical innovation because, no matter which angle the robot is pointing at, the spray always shoots out as an extension in perfect perspective.

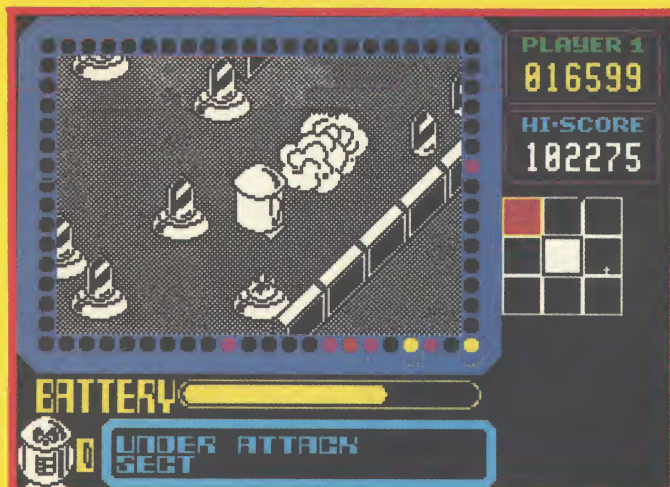
On occasion you'll need to blast away a section of wall and to do that you'll need the mega gun, activated using the keyboard. It destroys anything in it's path. So, if you want to get a battery trapped inside a wall be careful which part of the wall you destroy, or you'll lose the battery as well. Use the mega blaster sparingly, though, as—unlike the spray—it has a critical effect on your battery.

Ultimate success

Martianoids will storm the charts for a number of very good reasons, although technically it's got little to recommend it. First, the plot has several strings to it. Just as you start to get bored with one set of aliens another set joins it and the action zips up. Also, the graphics are cleaner and in



to the beginning and start again, although the aliens are more unpleasant and things are a bit tougher around ■



Whos' who's developed an attack of amnesia when he next encounters the Daleks. But I'm not, I am a reviewer who has discovered some old Ultimate aliens in a new game.

First you meet the dome-topped monsters who'll blast you with laser guns when you come within range. Very easy to deal with and you're assured of a high score if you forget about your task and blast, blast at anything that moves.

The mechanical mice appear at the second stage of the game. They move faster than the domes—they're mice after all—and will drain your energy if they touch you.

Third level and enter the

blobs, each with two bug eyes on stalks, swaying in the spatial vacuum. They move slower than the mice but bump and bash your energy away just the same. They also fire the occasional hazelnut cluster-shaped laser bombs which won't kill you off immediately but will cripple you.

Weapons

Your arsenal is composed of two types of weapon. The spray gun looks as if it's filled with acid and its range is limited. The robot puffs a huge cloud into the atmosphere and, hopefully, some of it will reach an alien: if it does the monster crumbles.

This spray is something new

Ultimate's past glories

Jet Pac	1983	Knightlore	1985
Pssst	1984	Underwurld	1985
TransAm	1984	Alien 8	1985
Lunar Jetman	1984	Gunflight	1986
Cookie	1984	Pentagram	1986
AticAtac	1985	Cyberun	1986
Sabre Wulfe	1985	Martianoids	1987

you're not careful.

Now, after you've collected all the blobs you'll be able to memorise the pattern of the immovable ones. And these will be used in Section 3. Once all the blobs have been eaten, you'll have to battle your way up to the top right of the screen, through all the aliens and on to the next section.

At this point a couple of comments about the graphics wouldn't be too out of place.

Although the 3D is all very nice thank you, there's rather too much attribute clash for my liking and, although it may look quite 'effective' when an alien is being blown to smithereens, we've now been shown that there are ways around the

problem. (**Dandy, Shadow Skimmer et al**). Having said that, the aliens are all very well drawn and they explode in a cloud of smoke, which is a nice touch.

Anyway, back to the game. Section 3 is even stranger than the previous stage. What we have here is a sort of matrix of square buttons drifting in space with some peculiar plant objects floating around the outside. At this point you turn into an object closely resembling another planet of some sort. Here you must push down the buttons on the matrix in the pattern of the fixed dots on Sector 2. Complex eh? No, I didn't understand it either.

All the time you are heckled by something or other that looks a bit like a pyramid which goes around un-pushing all the buttons. It'll also kill you on contact and so is generally to be avoided.

Then once you've completed this bit you go all the way back



Happy Days are here again!



BABY BOOMER™ EDITION – OUT NOW

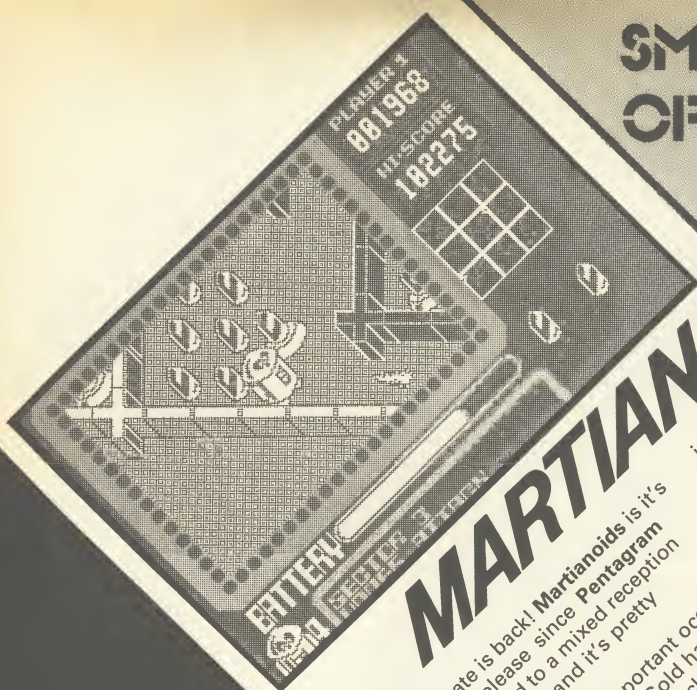
After 10 major magazine awards, the best selling computer game now has 3,000 new questions for young adults. Have you got the answers?

Trivial Pursuit is available on:

Spectrum, CBM 64, Amstrad CPC range, Amstrad PCW, Atari 8 bit, BBC 'B' (and Master) and IBM.

SMASH
OFFER

SINCLAIR user



MARTIANOIDS

Ultimate is back! Martianooids is it's first release since Pentagram appeared to a mixed reception nearly a year ago, and it's pretty wonderful.

In view of such an important occasion, the goodly people at US Gold have come up trumps and can offer (exclusively through **SU** of course) you a rather special deal.

Now, anyone who has bought the last few issues (if not, why not?) will know all about our totally fantastic Smash Offer Coupons. It would have been nigh-on impossible to miss the little cut-out rectangles which entitle you to staggering amounts of money off the finest games reviewed in each issue. If this is the first time you've bought an

issue in the past few months then you really couldn't have picked a better issue to start reading again. Martianooids is certainly going to be in demand from the moment it reaches the shelves.

Now, why run the risk of being disappointed by being told that your local software emporium has sold-out? Sounds like a pretty silly idea to us, especially as we can offer you £1 off the price of the game.

There's no gambling involved. No lucky dip. Just send the coupon to the address indicated and a copy of Martianooids will be falling through your letter box before you know it. And just in case you want confirmation that your money would be wisely spent, check out the review on Page 24.

GRANGE HILL



"Hello! I'm Zilich, a lovable and entirely fantastic character invented in order to promote this fantastic offer in **SU** magazine. If you're a streetwise schoolkid like me, you'll not be wanting to throw around your pocket-money willy nilly. You're obviously pretty smart. Take this example of a narrow scrape that I got into only the other day and you'll see what I mean. My Spectrum was running a little low on software. I hadn't bought a decent game in weeks. So, off I went to the local sweetie shop to find something worthwhile. Well, obviously I spotted Grange Hill from Argus instantly. It has all the amazing features that a discerning games player could want. There are wonderful graphics and, of course, it's based on the very interesting adventures of two schoolkids, just like me. Problem though: I'd only



got £8.95 in my racing-car piggy-bank and the game usually cost £9.95. On the way home, though, I found and bought the latest issue of **SU**. The same issue as you are holding now. And what should I find on Page 27 but a coupon with which I can get £2.00 off the game. Well I'll be blown. I've got just enough money. And a copy of **SU** to boot (or to read). I'll be sending off my coupon today. I suggest you do the same!"

MARTIANOIDS

£1.00 OFF

MARTIANOIDS

Send coupon to: Martianooids Smash Offer, US Gold, Unit 2/3, Holford, Birmingham B6 7AX, along with a cheque/postal order for £7.99 made payable to US Gold. Offer closes 30th April 1987.



£2.00 OFF

GRANGE HILL

Send coupon to: Grange Hill Smash Offer, Argus Press Software, B+L Ltd, Units 1-2, Conlon Developments, Watery Lane, Darwin, Lancs along with a cheque/postal order for £7.95 made payable to Argus Press Software. Offer closes April 30th.

SMASH
OFFER

UchiMata

As someone who got pretty confused by the dozen or so possible moves in the original **Exploding Fist** (a kick in the legs sufficed for most purposes) the idea of sequences of offensive and defensive moves seemed pretty daunting.

It was pretty shocking then to discover that the entire range of Judo moves had somehow been reduced to **Up, Down, Left, Right, Fire** in **UchiMata**—just out from Martech.

The reduced controls are pretty misleading though, as with there are some peculiar aspects to playing the game. For one thing all attacking moves must be initiated when an indicator box lights up on the screen. All attacking moves must begin with a carefully timed grab, by pressing the **Fire** button. Just how successful your judo move turns out to be depends on just how firm a grip you get. And that depends on your timing of the **Fire** button stab. Begin to get the picture.... To Martech's credit, it has

you successfully perform a move you may get a poor score (for a particularly crummy but more difficult, certain kinds of twisting move may get you out of trouble but its really a question of working out what opponent is making and figuring out the most successful counter move. Technically then, **UchiMata** scores big points. Graphically the game is clever, but some people are going to be disappointed. The two figures are black and white, with an illusion of grey created by a particularly simple kind of shading which makes it look as though the two opponents are wearing corduroy gis (a gi is the dressing gown thing they wear I'm told). They aren't incredibly detailed but they are animated very well and are called upon to tumble through the air at great speed.

It's a long term game this one. For a start there are moves not described in the manual and different kinds of defensive technique you can try. Later computer opponents can get very difficult to beat indeed so you'll need tons of practice.

mode where an opponent stands there obligingly waiting for you to throw him over your head. It takes a good ten minutes even to master the first four move sequences and could have serious consequences for lesser joystickers, ie they may break into little pieces. Scoring, like **Fist**, is not just a matter of win or lose. Even if

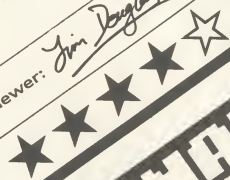


FACTS BOX

Not just another **Fist** game, **UchiMata** manages to simulate many Judo moves in a convincing way

UCHI MATA
Label: Martech
Price: £8.95
Memory: 48K/128K
Joysticks: Various

Reviewer: *Jim Douglas*



NAME
AGE
HEIGHT
WEIGHT
STRENGTH
AGILITY
SPEED

MERTON NICK
35 FT
103 LBS
PICK
GROUND

Uchi Mata

It definitely isn't just another Fist variant although, if you love those games, you should have a good time with this one. As Judo throws go I'd give the game a Wazi-Ari which isn't a drunk asking you not to go but 7 points out of a possible ten.



ARCADE ★ REVIEW

HYPABALL



Hypaball is another in the futuristic-sports simulation group of programs that have been appearing recently. It combines elements of basketball, American football, and volleyball. Unfortunately it doesn't quite live up to its ideas. It's from the people at Odin who were most recently responsible for the critically acclaimed and reasonably successful **Heartland** unfortunately, an essentially good idea is marred by some uncomfortable playing problems. In the future (it says here), only one sport will survive, and it will be fast and dangerous and exciting. It will be played by two teams of three people. Right Here we hit the first snag. No-one has yet come up with a decent simultaneous two-player option on a fast arcade game. The main problem is that most people use a Kempston joystick which instantly prohibits a second player opponent to use the keys. The fact that each player has to control three little men is even more awkward. There is no way for you to decide which

control the guy on the ground, preventing any hope of airborne interception. You can choose the members of your team from a batch of very ugly aliens. Each one has his own strength, agility and speed rating. Each one has certain positions. The graphics are simple and move around sluggishly. In fact, the whole game has very poor response and isn't very exciting to play. Although it's quite innovative in the way it combines different sporting elements, it never quite gells as a game.

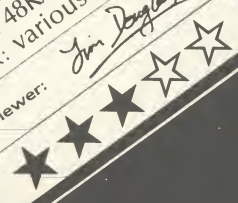
Now, the idea of the game is to pick up a bouncing ball and slam it into the box. Each team has one man on the ground and two in the air. The ball will launch from the box and whoever gets to it first makes the advantage. Futuristic eh? While playing the computer, you realise that things are a bit unfair. Once the machine has control of the ball, it's almost impossible to get it back. When you don't have the ball in possession, the computer defaults to forcing you to

FACTS BOX

Disappointing attempt at a future-sports sim. Some nice ideas negated by slow response. Mediocre

HYPABALL
Label: Odin
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: *Jim Douglas*

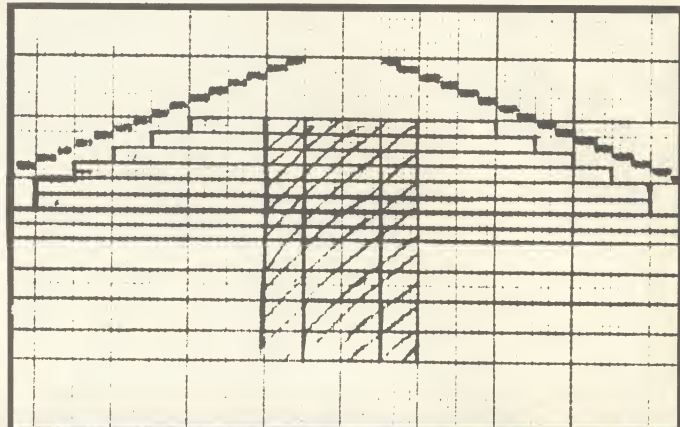


BACKGROUND NOISE

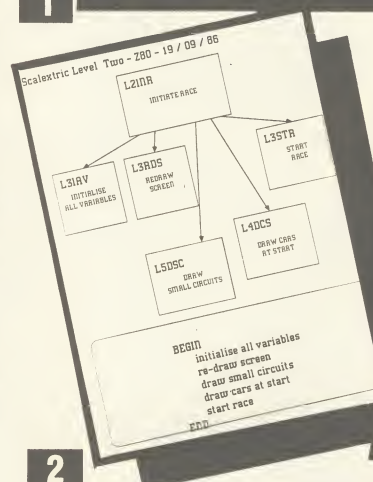
Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved

SCALEXTRIC

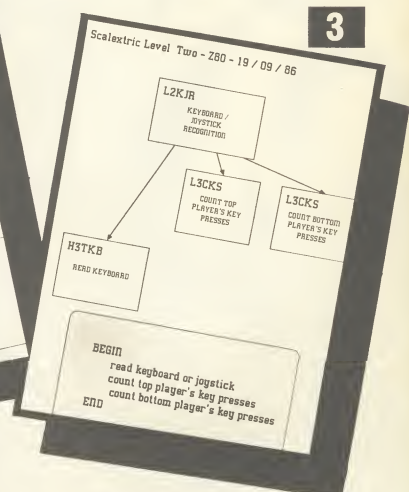
by Jon Baldachin



1



2



3

4

reached when Andy ran out of memory with the assembler on the Apples and had to split the program into three sections for later linkage. This document was produced during one 36 hour continuous stint and resulted in such merriment amongst the other programmers. This document is carefully preserved at Vernon Yard■

Jon Baldachin
DIRECTOR OF
SOFTWARE, Virgin
Games

Key to figures

- 1 Original track view (Andrew Bradley)
- 2 Program functional specification for graphics produced on Macintosh (Mike)
- 3 Program functional specification for player input produced on a Macintosh (Mike)
- 4 Original screen layout (Andrew Bradley)

The great thing about Scalextric is the way you build up your own racing circuits.

Obviously the computer version — the original design of which was done by Andrew Bradley — had to have the design-your-track option and what we tried to do was to follow the same shapes and track sections as the original Scalextric system from Hornby Hobbies.

The actual programming was done at Virgin by Andy and Mike.

All the planning was based on the actual scales used in the Scalextric track. The Scalextric scale is 1:552, ie one yard driven on-screen had to be equivalent to 552 yards on a real racing circuit. The tricky thing then was to translate this into a stretch of track viewed from the driver's-eye point of view. Based on this scale a large straight in the Hornby Scalextric set occupies 96 pixel lines (rasters) as viewed by the driver during the game. At that scale an average speed of 240 mph would take you round the Brands Hatch Circuit on the screen in approximately 39 seconds.

To simulate the track view ahead in perspective as accurately as possible, a system for drawing the track was devised using difference tables for each type of curve. These were applied to the current centre point of each pixel line of the track each time the car progressed down the track by one pixel line — ie approximately 6.5 feet. From the movement of the centre, each track edge point is adjusted to give the swing effect of entering and leaving a curve. For a tight curve the centre point of each horizontal pixel line of track plotted on screen is shifted left or right more than for a gentle curve.

The calculations for the difference tables were originally done on a Sinclair QL, simulating the curves and the edges to ensure that the view gave an accurate feel to the driver.

After a month of this planning stage, the program design proper was started in March. This was a functional specification which described the program in a series of block flow-diagrams in a top-down fashion.

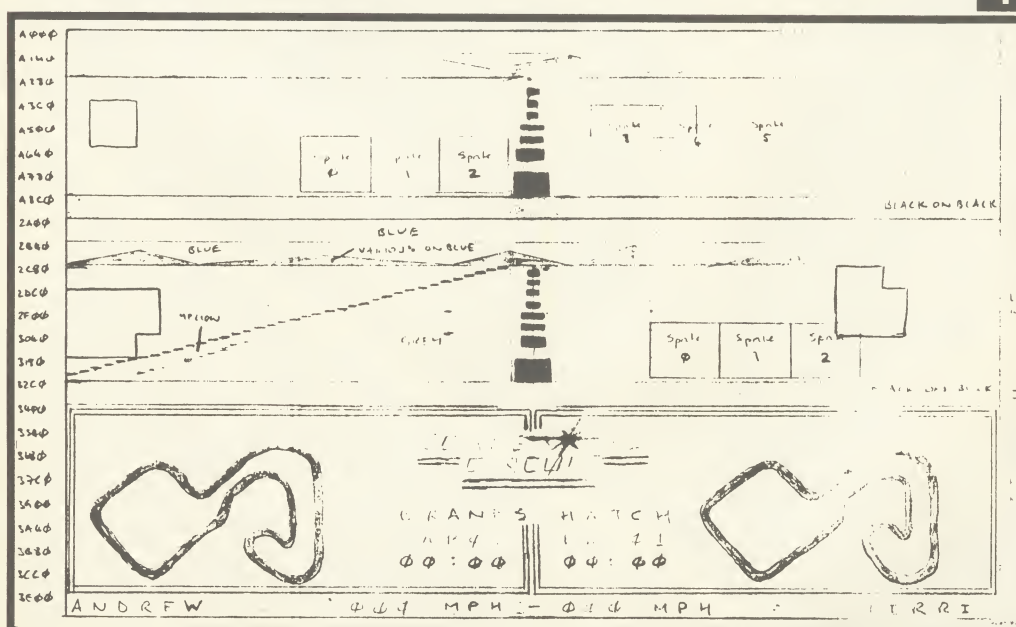
The programming was then started bottom-up and the program itself was split into sections — each one with a different purpose:

- 1) Timing control
- 2) Edge of track movement
- 3) Car movement
- 4) Scrolling top scenery
- 5) Side scenery and second car movement
- 6) Track design and drawing code

All the programming development work was done on a network of Apple II's running CP/M and using an Eicon cachernet hard disc system. We also used a number of programming tricks — mainly macros and conditional assembly so the program could be kept reasonably hardware independent for all Z80 processor based systems. We wanted to be able to take the Spectrum version and convert it to the Amstrad afterwards without too much hassle.

We decided to produce the program for the Spectrum 48K as the first version. The primary technical reason was market size and graphics considerations. We were doubtful about achieving performance and timing on the Amstrad in the various modes and felt that it would be easier to tune a working Spectrum program on to the Amstrad than to develop from scratch. Mike started the program and handed over to Andy in September 1986. Thereafter, Andy did most of the programming and Mike assisted. The last three weeks were an unbroken stretch of long hours and sleepless nights to meet the end of November deadline.

A landmark in source code documentation — for Virgin — was



Is This Really Auf Wiedersehen Monty?



Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.

Dops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.

Monty

MOLEDAVIA

**To
MONTY MOLE
FANS
EVERYWHERE**

Fantastic full colour wall poster only 99p.
See pack for details. (Poster free with every
Auf Wiedersehen Monty purchase at branches of WH Smith)



**FREE
Lapel
Badge
with all
games**



Spectrum 48K
tape **£7.99**

CBM64/128
tape **£9.99**,
disk **£14.99**

Amstrad
tape **£9.99**,
disk **£14.99**

GREMLIN

Gremlin Graphics Software Limited, Alpha House,
10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

INTO BATTLE!

Role Playing games computer games. Over the next couple of issues we're going to be getting pretty serious about them. As a taster of things to come Gary Rook kicks off with some of the basics. So just what is a role-playing game?

Gauntlet. Now there's a terrific coin-op machine. And a really good micro conversion – still at No2 in the charts this month. But the interesting thing about it – and not a lot of people know this – is many of its basic ideas have nothing to do with computer games at all...

They come instead from the world of role playing games (RPGs).

For most people that means *Dungeons and Dragons* – by far the most famous role-playing board game – even spawning an OKish cartoon.

Examples of ideas picked up from *D & D* and used by Gauntlet include combat based on strength and or magic ratings and the idea of players working in teams to defeat a common enemy rather than battling against one another.

Gauntlet is by no means the only game to pick up on role-playing ideas. Heavy on the Magick was heavily influenced by *D & D*. The Edge's soon-to-be-released title Warlock too uses some elements.

The original role-playing board games are considerably more sophisticated in their use of these ideas and make the micro versions look incredibly simplistic. *D & D* is, in fact so complex that it's no surprise that so far there hasn't been one really satisfactory translation of RPG ideas across to a micro – at least certainly not on the Spectrum. In the US however there have been some moderately successful adaptations which have appeared on disc for the IBM PC or Apple machines.

Now comes the news that Amstrad is developing the 128K+2. What's particularly exciting for me is the thought that some of the disc-only role-playing adventure games that Americans with their cursed IBMs and Apples have been enjoying will now turn up on the Spectrum.

So, what exactly is a role playing game?

In a Role-Playing Game, players control individual characters – you chose, or have chosen for you, what character you are. Then you have to face problems set by another player, and solve those problems – but using the intelligence and resources that the characters have to hand in the game



world, not those the players have available to them in the real world. What I mean by this is each player has to behave *in character*. If you're a thief, for example, you'll be expected to steal.

Dungeons & Dragons – the most famous RPG – is set in a fantasy world where magic works and science doesn't. A group of players – usually around half a dozen – get together to form a party of bold adventurers who are going to brave the dangers of the fantasy world in search of riches and fame.

The players create their characters initially by throwing three six-sided dice to produce a score of three to eighteen in each of six characteristics: these are Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. If a player rolls up a character with a high score in Strength, that character will be a Fighter. High Intelligence means the character will be a Magic User, high wisdom a Cleric and high Dexterity a thief.



Pictures: by Angus
Fieldhouse from the
Games Workshop
RPG Runnequest

ROLE



PLAY

rules. The computer 'rolls' three dice for each of six characteristics, Strength, Intelligence. . . then you choose a character class - Fighter, Mage.

Once you've created a character or group of characters that you are satisfied with, then you get to enter the game world. Some computer RPG titles, like Wizardry from Sirtech in the US (IBM PC/Apple II), or Swords and Sorcery (Spectrum) are basically just dungeons. The party of players is instantaneously transported to the entrance to the ruined castle/underground labyrinth/wizard's lair without having to bother about having to find it.

In the sort of game where you are basically wandering round a dungeon, there are two ways programmers commonly use to show you where you are and where you can go. Either you see an



aerial view of the maze, or you see what lies in front of you.

Most, though, throw in map movement as well. The Ultima series of games, published by Origin Systems (again IBM PC/Apple II), are good examples of the kind of thing which could easily be converted to the Plus 3. You get a scrolling map of where you are in the game world on-screen, with forests and mountains and seas and towns, villages and castles all marked on. Your position is marked by a cursor, and movement will be by cursor keys or by directions (N/S/E/W like in an ordinary adventure).

Then, when you get attacked by something nasty in the outside world, the screen will switch to showing a tactical map, with the members of your party and the enemy party shown on it. Usually, you get to cycle through your characters and get an opportunity to give each one order of the 'attack north', 'fireball west', 'heal so-and-so' variety.

There are dozens of computer RPGs in the States - the Ultima series, Wizardry, Alternative Reality, Telengard, Wizard's Crown, Shadowkeep to name but a few.

With the +3 with disc drive on the market, pretty soon we should be seeing a number of them being translated for the Spectrum. When they do come out, it's likely they will be pricey - but they should be well worth it. This sort of game means hours, days, months even of playing time.

And, unlike conventional adventures, you don't solve them and get rid of them - you keep on playing, trying to build up your characters.

Spectrum's with disc drives are going to mean a whole new sort of gaming!■

● Next month we're going to print our own mutant role-playing *D & D* style game - and there'll be no special equipment needed either. And the month after - something pretty chunky for the committed RPG enthusiast. . .



Each of the four main character 'classes', as they are known in the game, has advantages and disadvantages. Fighters fight better than everybody else, Magic Users cast spells but are very vulnerable to physical attacks, Clerics can heal people but don't fight as well as fighters, and Thieves are very good at sneaking around stealing things but can't fight very well (unless attacking from behind) and can't use magic.

Constitution is how healthy a character is, how resistant to disease or poison or physical damage, and Charisma is an indication of how well the character gets on with other people.

While the players are creating their characters, another player, referred to as the Dungeon Master, (DM) will be going through his or her paperwork. The DM will have created some sort of adventure for the players - in many ways, very like a



computer adventure. The DM will have prepared a map, let's say of an abandoned, ruined castle, which is now populated by various fell and evil monsters. These monsters will have treasure which they have collected over the years.

The characters now have to try and defeat the monsters and get the treasure.

Defeating monsters and collecting treasure gains the characters experience points. Each of the four character classes has a progression table, and when a certain number of points have been collected, the character will 'go up a level' - which means that the character will fight better, or will have more spells, or will be able to sneak

around more easily. The tougher the characters get, the bigger the monsters they can take on, and the richer the treasure they can collect.

The object of the game is not to win, because there are no victory conditions as such. Instead, players try to create characters that survive for as long as possible. In addition, they try to 'role play'. Brave fighters don't run away. Stupid thieves don't try to solve things by applying intelligence. It's very difficult sometimes to restrict yourself to your character's abilities, but that's half the fun and challenge of the game.



Computer role-playing games also use the same basic ideas. In fact, many of them owe their origins very plainly to *Dungeons & Dragons*.

But, although mostly heavily derivative, computer role-playing games do have their advantages. For one thing, you don't need to find half a dozen people who have a couple of hours to spare to play a face-to-face RPG.

Basically, all computer role-playing games will involve the same standard steps. To begin with, you read the rules. This isn't as stupid as it sounds - these games are very complex, and the rule books reflect this. Plus, in many of these games you will find that every keystroke means a different thing, and you don't want to go making mistakes.

The next step is to create the character or characters you, the player, will be controlling in the fantasy game setting. Often, the character creation rules are almost word for word from the basic *D & D*

DURELL



SABOTEUR II Avenging Angel

Available on Spectrum, Amstrad & Commodore

**DURELL sales dept.,
Castle Lodge, Castle Green, Taunton, Somerset, TA1 4AB
Telephone (0823) 54489**

R.R.P. £7.95



SIGMA

• • • — • • •



7

Commodore 64 available November 20th
Spectrum & Amstrad available February

DURELL

Sales dept.,
Castle Lodge, Castle Green,
Taunton, Somerset TA1 4AB
England Telephone (0823) 54489 & 54029

R.R.P. £9.95

Trade enquiries to **Centresoft**
on **021 356 3388**

software getting harder....



ocean

DIGITAL
INTEGRATION

ACTIVISION
HOME COMPUTER SOFTWARE

They sold a

MILLION

The **HIT SQUAD** have
put together **FOUR**
No.1
Blockbusters
for this **NEW**
games
compilation

Featuring:
ARIEL DOGFIGHTS
JUNGLE COMBAT
MARTIAL ARTS
and of course...
GHOSTBUSTING!!
All in one special
twin - cassette
pack for your
COMMODORE
SPECTRUM
or
AMSTRAD

SPECTRUM

£9.95

COMMODORE

CASSETTE

£9.95

DISK

14.95

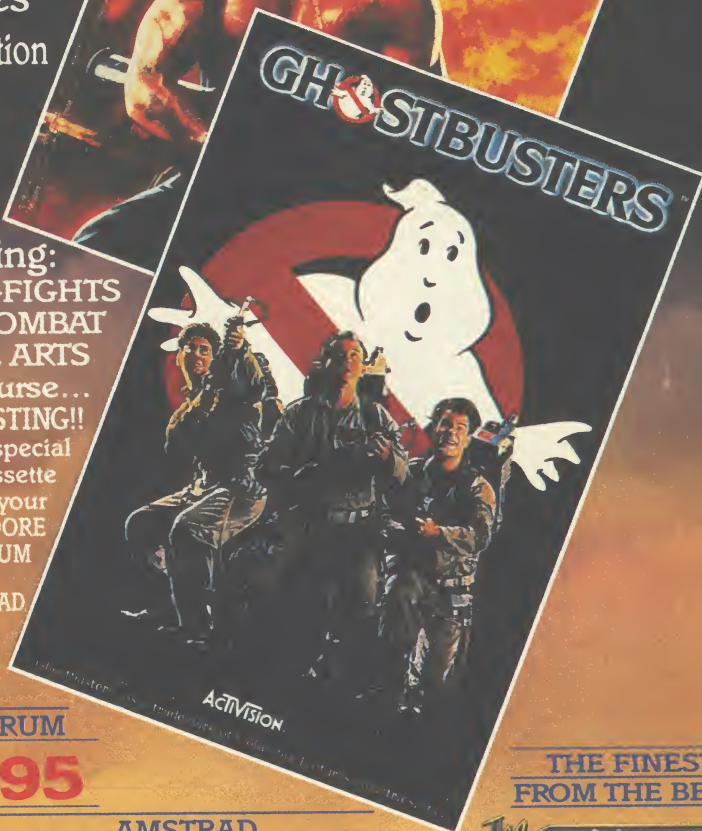
AMSTRAD

CASSETTE

£9.95

DISK

14.95



FROM ALL GOOD
SOFTWARE DEALERS

THE FINEST
FROM THE BEST

The Hit SQUAD

The Hit SQUAD

LETTERS

Mind your language..

I read every page of your magazine (well, nearly every page) and I saw the letter from R.W. Miles who complained that he could not understand the language your magazine is written in. Well, it's written in English, if you have not already worked that out.

Also on reading Ben Payton's letter, I think a 'software star rating' is not necessary as the readers can make up their own minds whether the game is worth the dosh from your comprehensive software reviews. Unless the 'reader' is illiterate and can only count up to five and look at the screen-shots.

Your magazine is brilliant, you print millions of reviews and helpful tips. Your 'type in' programs are better than most magazines I can mention (namely the magazine which put an ad. in your Feb '87 issue).

I've only got a few issues of your brilliant magazines and wondered if you are selling back issues and how much they cost.

W Man

Maidenhead

P.S. Would it be possible to print some 'Pokes' for the older games.

P.P.S. when will you be printing the results of the Absurdly Generous Competition (Hope



A Frenchman

I've won something).

● *Bien sûr il est, én't en anglais. Oui, Non, Bientot. Back issues for most months are available for the cover price. The results of the Absurdly Generous Competition will be provided next month*

We want war?

I used to buy Crash but have recently changed to **SU**. My only gripe is that you don't have a section that specifically deals with wargames. There are a lot of us budding Napoleons about so please, please don't forget about us. Please start printing hints and tips, on a regular basis on games such as **Desert Rats**, **Arnhem** etc. Perhaps then, if some of these games were more widely publicised and discussed there would be more and better games.

Mark Goodearl
Chatham

● *Hope you liked last months feature. We will cover wargames when there's something new - see reviews this **SU***

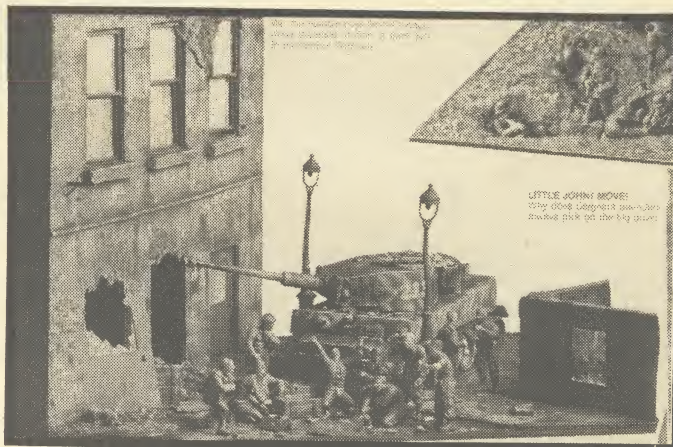
Scalextric... er ...Scalextric

We are writing to inform you that we have been trying to obtain a copy of one of the games you reviewed in your Feb issue. We refer to **Scalextric** on page 30. Every time we try to buy it they try to sell us a game called **Scalextric**. Should we buy this inferior copy or wait for the release of the one you reviewed?

Paul and Glen Gibney
Co. Antrim
N Ireland

P.S. We think your mag is the best around even if you make the odd spelling mistake.

● *The old won? Shirley you just?*



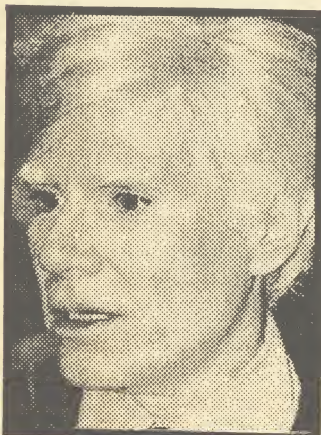
Picture this

I have noticed in your mega-fab mag that you are changing some things, and I have a suggestion. Why not have an art corner? I am sure that many people have just got a new game with a jazzy cover, and have drawn it.

Keep up the good work, lads.

Mark Boswell
Coatbridge
Lanarkshire

● *Check out the Shadow Skimmer Compo on page 45*



Art cornered

Sinclair User in forgery shock



The man from the bank greets **SU**

The Bank's attention has been drawn to a reproduction of part of the reverse of a Bank of England £10 note on page 38 of the February edition (No. 58) of Sinclair User.

Under Section 18 (1) of the Forgery and Counterfeiting Act 1981 the reproduction of Bank of England notes, in whole or in part, requires the prior consent of the Bank in writing; moreover, the Bank own the copyright in their notes.

Had the Bank been

approached, their consent would not have been given as the reproduction does not meet the Bank's requirements as set out in their "Guidelines", a copy of which is enclosed.

While the Bank take a serious view of this matter they do not intend to take any further action in this instance. I must ask however for your confirmation that all materials used in the making of this reproduction have been destroyed. The reproduction should not appear in future editions of Sinclair User.

I should be grateful if you would ensure, for the future, that any intend reproduction is the subject of a specific application to the Bank in accordance with the "Guidelines".

Principal
Bank of England
Threadneedle Street
London
EC2R 8AH

● *Action has been taken, the only thing we haven't done is burn the original fiver - Jon Rigrar wanted it back*

Two part trilogy



Will Mike Singleton ever complete part three of **The Lord of Midnight Trilogy - Eye of the Moon**? He seems to be involved in so many games now, that nothing ever gets completed.

I wrote to him at Beyond, but my letter was returned.

Could you please contact him, and ask when I can blow the dust off my Spectrum and rejoin Luxor?

Keith Anderson
Southampton

P.S. If he's stuck I'd love to help.

● *Mike is stranded in the mystic wastelands at the moment so don't hold your breath*



Jon Riglar rules OK(?)

I am writing to say just how much I enjoy reading Jon Riglar's Zapchat every month. He is absolutely wonderful and produces by far the best tips available in any magazine for sale on the shelf. I think that people who send him hate mail concerning the way he plays his guitar are ridiculous and only waste space in this incredible and totally wonderful, truly amazing and prestigious magazine.

Since his arrival in the magazine, Zapchat has improved 100% and for those who want to get rid of the poor bloke, consider the alternatives first. You would have a column

Jon Riglar – case for the defence?

devoid of colour maps, scaled down to two pages in black and white. These would be full of reader's letters claiming high scores on **Manic Miner** and the like. Do you want to return to that?

He has added humorous comments (well I think so) and a lively atmosphere to the column which is written with class and precision. (and a Typestar, don't forget the Typestar!) No longer are we doomed to boring old fuddy duddy columns which certain people would like. Well done Jon!

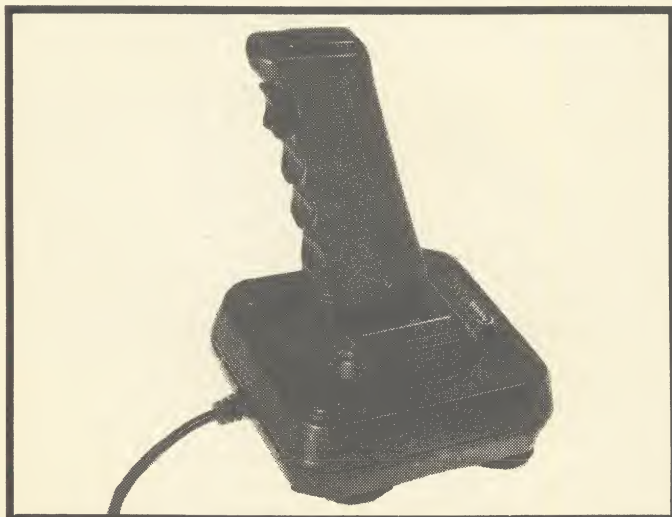
Lots of Love,

Adrian Scrumpwerstle.

P.S. Hello to John, Graham, Jim and the incredibly 'young' Mad Celt.

● *Oh Jon, they'll never fall for it...*

Riglar and the joysticks



Liked in our test – the Mach 1

I am writing to ask you if I could have a copy of the Sinclair User Joystick Zap Test results.

The reason I am asking for them is recently I have lost the November issue of your brilliant magazine, the issue the test was in. I want to buy the best joystick on the market, so Please Please Please can I have the results.

S Roberts
Hucclecote,
Gloucester

P.S. Tell Jon Riglar his Zapchat is ace

● *Excuse me are you sure you are not Jon Riglar? Joysticks we liked included: Mach 1 (£14.95) Speed King (£12.95) and Kraft (£9.95)*

Dixons dosh

In the flood of letters concerning service, or rather lack of it, at Dixons I feel I must write as well. It concerns a Dixons Data/cassette recorder which we forked out 20 quid for. When I got home the games loaded perfectly at first but after a few weeks the problems really began. First game to fall under the spell of the faulty recorder was **Dan Dare** then **Uridium** and **Firelord** and so on. I checked the leads, the plugs and the computer but no fault was found. I am rapidly losing faith (if I had any to begin with) in Dixons. I just hope that Dixons realises what it is doing and makes amends or else it will certainly lose customers, me included.

Nicholas Barlow

Kew

Richmond

P.S. Why did you place an advert for Commie User in page 88 of your ace March mag?

● *Commie User begged to be allowed in and we couldn't take its pitiful whinings any longer*

More obscenity in SU

In the February issue of **SU** I came across Mr Lenson's letter, of complaint about the so called 'obscene' language. Mr Lenson may not know this but worse language is often heard in public places. In other words it is a waste of time to try to hide these everyday words. Even on the television more obscene words pop up. If Mr Lenson isn't having us on, I suggest he opens his eyes as well as his ears and ignore bad language like other people do. No one can, or ever will, stop people swearing.

Stephen Doyle
Northern Ireland

P.S. How are minds 'filled' with filth by just three words.

Streets ahead

It appears that your magazine and it's rivals are being published progressively earlier in the month prior to the month the issue is due.

Could you tell me:

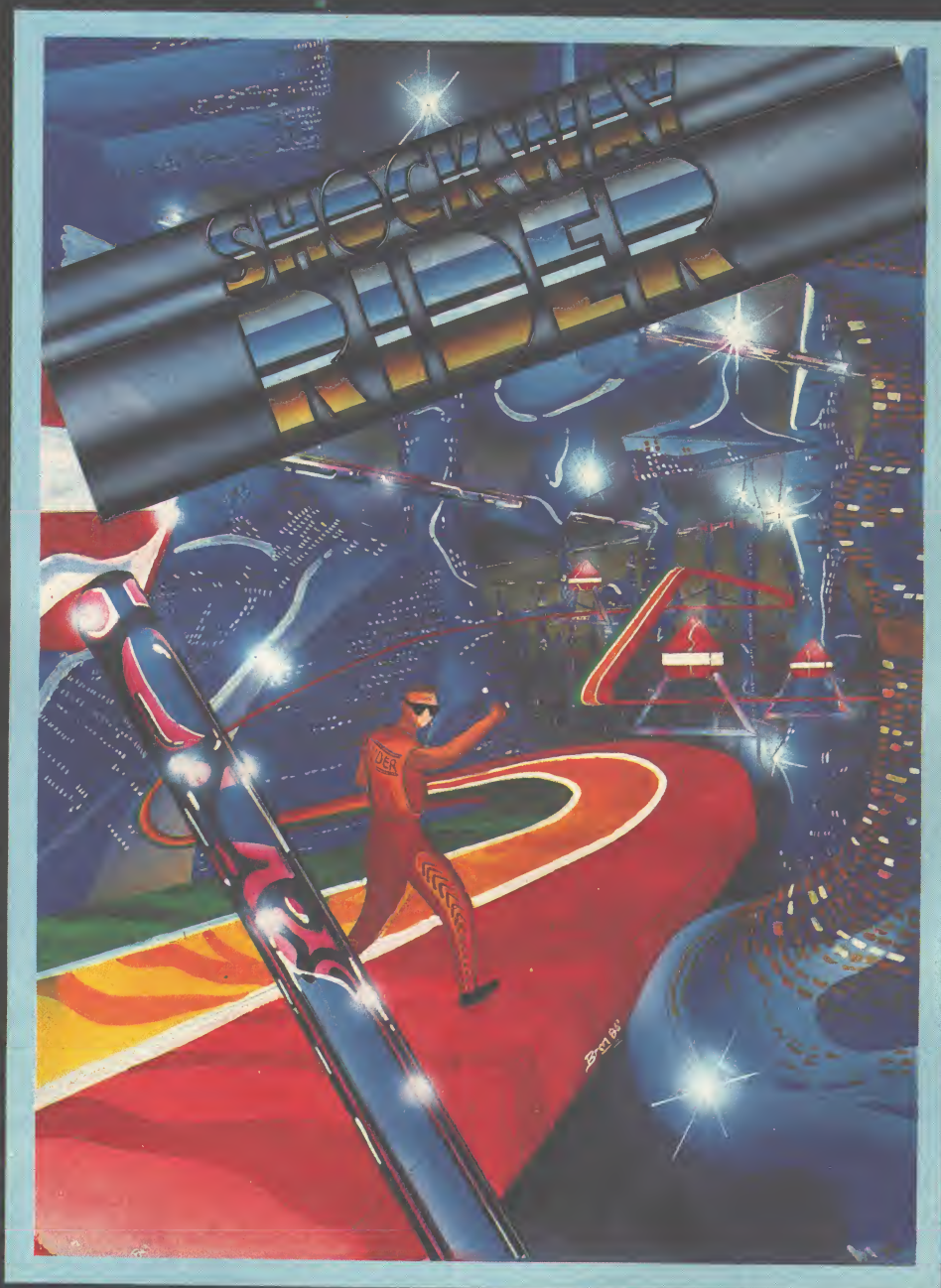
a) Is there a race to issue earlier, thereby capturing a greater % of the market, and
b) Do you agree things have gone too far, when in the February issue of Sinclair User page 113 there is a "caption contest" where entries must be in by January 30th.

Bill Knipe
Leeds

● *We publish on the 18th of each month and have done for ages – can't speak for other magazines...*



RIDERS GO FULL CIRCLE...

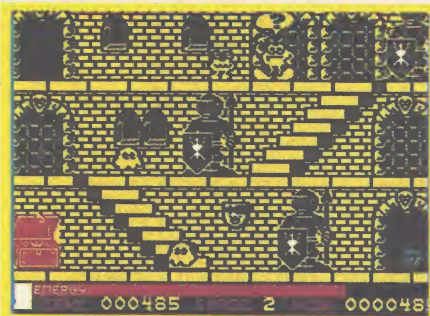


SHOCKWAY RIDER

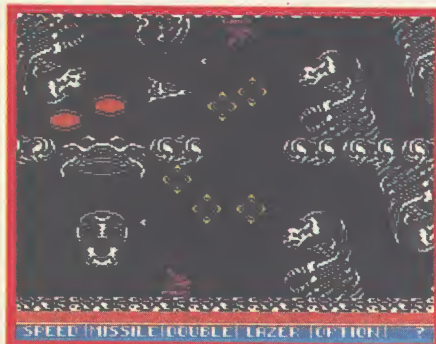
SPECTRUM £7.95

AMSTRAD & COMMODORE £8.95

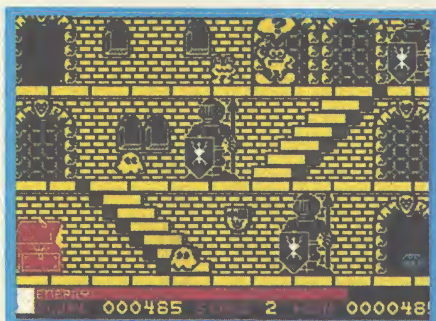
FTL FASTER THAN LIGHT, CARTER FOLLIS GROUP OF COMPANIES.
SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021 557 2981 (4 lines)



▲ In the top slot: Olli and Lissa



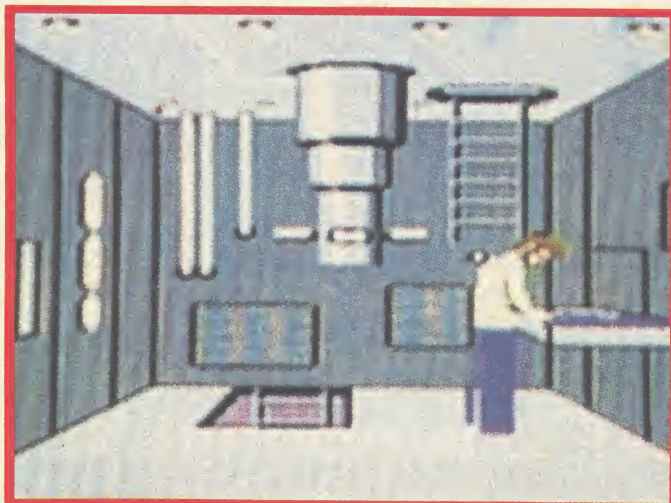
▲ May tip for the top: Nemesis



▲ Longest on the chart: Olli and Lissa

1	(2)	OLLIE AND LISSA	FIREBIRD	£1.99
2	(1)	GAUNTLET	US GOLD	£9.95
3	(5)	PAPERBOY	ELITE	£7.95
4	NEW!	AGENT X	MASTERTRONIC	£1.99
5	(10)	180	MASTERTRONIC	£2.99
6	NEW!	FIST II	MELBOURNE HOUSE	£8.95
7	NEW!	NINJA	MASTERTRONIC	£2.99
8	NEW!	BMX SIMULATOR	CODE MASTERS	£1.99
9	(4)	FOOTBALLER OF THE YEAR	GREMLIN	£7.95
10	(11)	KONAMI'S COIN-OP HITS	IMAGINE	£9.95
11	(12)	SPEED KING II	MASTERTRONIC	£1.99
12	(3)	SUPER SOCCER	IMAGINE	£7.95
13	(16)	KONAMI'S GOLF	IMAGINE	£7.95
14	NEW!	JAIL BREAK	KONAMI	£7.95
15	(7)	COBRA	OCEAN	£7.95
16	(6)	THE GREAT ESCAPE	OCEAN	£7.95
17	NEW!	TOP GUN	OCEAN	£7.95
18	(9)	SPACE HARRIER	ELITE	£7.95
19	NEW!	PROFESSIONAL SNOOKER	CODE MASTERS	£1.99
20	(17)	HIT PACK	ELITE	£9.95

HOTTEST CLIMBERS



▲ Hot: Silent Service

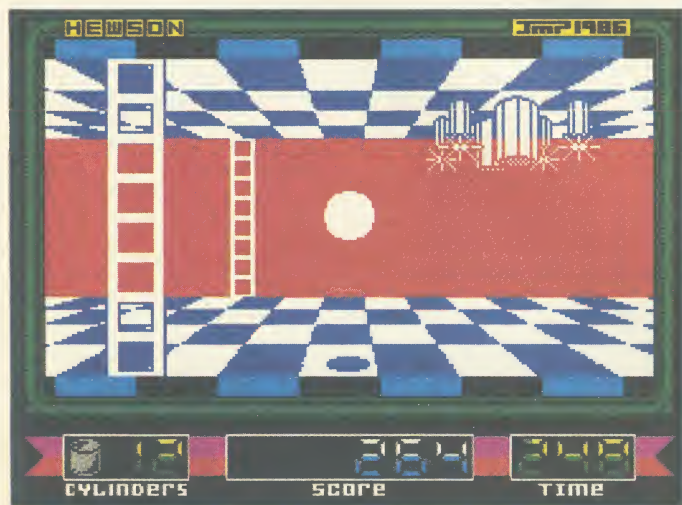


▲ Hot: Butch Hard Guy

Silent Service is an interesting release. It's the first simulation – actually of submarine warfare – to be released on the Spectrum by the US simulation kings Microprose. **Butch Hard Guy** is quite a

A graphically good but dull pot-boiler with cute characters. Predictable but well executed	★★★★☆
As good a conversion of the classic arcade original as could have been wished for. No-one should be disappointed	★★★★★
Excellent conversion from the coin-op. Inevitable hardware restrictions make the game less 'special', but it's still great	★★★★☆
Good value multi-load graphic adventure. Nice graphics and better-than-average plot	★★★★☆
Could have been boring and tedious. Instead it's funny, exciting and impressive. A closet hit	★★★★★
A sequel that's actually better than the hit that spawned it. Now all that whacking has a purpose	★★★★★
Fist II equivalent. Budget but inferior. Acceptable graphics but lacks staying power	★★★★☆
Brilliant conversion of a C64 hit. It's a genuine simulation - a biker's paradise with smooth slippery action	★★★★★
Fails miserably. Disappointing, eh Greavsie? What can I say Saint. They've let themselves down badly	★☆☆☆☆
Good value collection of Konami's Imagine titles. Nothing brilliant, nothing really awful either. With Yle Ar Kung Fu and Green Beret	★★★★★
Passable 3D racing game with bikes not cars. Two-player option makes it more fun. On budget it's good	★★★★☆
Nice try Jimmy, but unless you're prepared to spend time training you'll never make it out of the fourth division	★★★★☆
Attractive arcade-style game, rather than awesomely detailed, but for an undemanding game it can't be beaten	★★★★★
Good adaption of the original arcade game. Compulsive and frenzied. A good start for Konami's DIY approach	★★★★★
Just what was expected. Not great, but it's pleasant enough. Better than most licencing deals	★★★★☆
The best thing Ocean's done for ages. Highly imaginative plot, gameplay and graphics. Don't miss it	★★★★★
Ocean fails to realise the potential of another possibly terrific plot. Dull graphics and very little depth	★★★★☆
An impossible coin-op conversion surprisingly well done. The graphics are terrific - the problem may lie in the gameplay	★★★★★
Graphically better even than Steve Davis' Snooker. But you can't play against the computer - it's strictly a two-player affair	★★★★☆
Four Elite biggies from the past all at once. Includes Commando, Bomb Jack, Frank Bruno's Boxing and Airwolf	★★★★★

nice inventive mix of Commando and runny-jumpy style games, with a twist of humour. And **Impossaball** is another quality release from Hewson. This time an infuriating bounce-the-ball-through-the-obstacle-course game, but very cleverly done



▲ Hot: Impossaball

CHART BREAKDOWN

1	GAUNTLET	US GOLD	ARCADE ★
2	PAPERBOY	ELITE	
3	FIST II	MELBOURNE HOUSE	
4	JAIL BREAK	KONAMI	
5	THE GREAT ESCAPE	OCEAN	

1	FAIRLIGHT II	THE EDGE	ADVENTURE ★
2	DRACULA	CRL	
3	HEAVY ON THE MAGICK	GARGOYLE	
4	TWICE SHY	MOZAIC	
5	KWAH!	MELBOURNE HOUSE	



▲ Fist II



▲ Jail Break



▲ BMX Simulator



▲ Konami's Golf

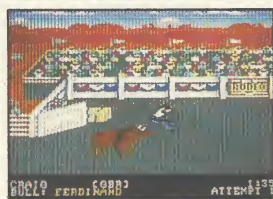
1	FOOTBALLER OF THE YEAR	GREMLIN	STRATEGY SIMULATION ★
2	SUPER SOCCER	IMAGINE	
3	KONAMI'S GOLF	IMAGINE	
4	TRIVIAL PURSUIT	DOMARK	
5	HEAD COACH	ADDICTIVE	

1	WHAM! THE MUSIC BOX	MELBOURNE HOUSE	WORK-OUT ★
2	ARTIST II	SOFTECHNICS	
3	THE WRITER	SOFTECHNICS	
4	GRAPHIC ADVENTURE CREATOR	INCENTIVE	
5	ART STUDIO	RAINBIRD	

1	OLLI AND LISSA	FIREBIRD	BUDGET £1.99 £2.99 ★
2	AGENT X	MASTERTRONIC	
3	180	MASTERTRONIC	
4	NINJA	MASTERTRONIC	
5	BMX SIMULATOR	CODE MASTERS	

**Now you can experience
the World's Greatest Sporting Challenge...**

WORLD GAMES



"Now Epyx bring you their most outstanding sports simulation to date - World Games, featuring eight exciting new events from around the world to test your joystick mettle to the full."
Zzap 64

Alright. So you've wiped out the Russians in Summer Games.® You've scored near perfect 10s in Summer Games II.™ And your performance in Winter Games™ now sends chills down competitor's spines. Well, just how far are you willing to go to prove you're the best? Does 24,000 miles sound reasonable?

Visit exotic places.

In World Games,™ you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

The events the Olympics forgot.

To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia.

Next, it's off to Scotland for the caber toss. Canada, for the near impossible log roll. France, to ski the Slalom. And, at last, the U.S. of A., to ride the meanest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance?

Eight international events: Cliff Diving, Sumo Wrestling, Bull Riding, Barrel Jumping, Log Rolling, Weight Lifting, Slalom Skiing, and, of course, the Caber Toss.

Visit eight nations to compete.

Join the World Hall of Fame. That is, if you acquire the gold. One to eight players.

Commodore 64/128	£9.99 cass.	£14.99 disk
Spectrum 48K		£8.99 cass.
Amstrad	£9.99 cass.	£14.99 disk
Atari ST		£24.95 disk

U.S. Gold Limited
2/3 Holford Way
Birmingham B6 7AX
Telephone:
021-356 3388



EPYX
TM

Strategic Warfare for **SPECTRUM 48K**

WAR IN THE EAST ★
£9.95

FALL of the THIRD REICH
£9.95

ARDENNES – Battle of the Bulge
£9.95

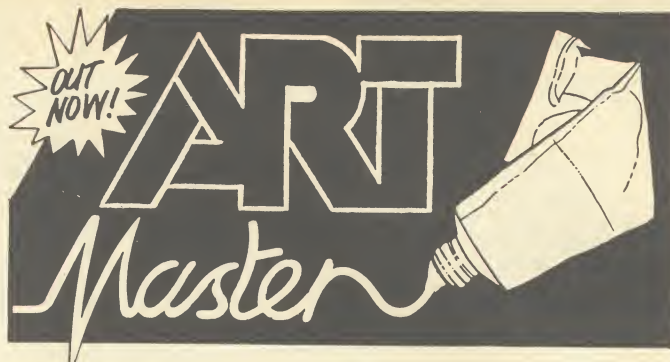
BRITAIN INVADED
£9.95

These military strategy and tactics
games for 1 player

SHARP'S INC
Rt 10, Box 459
Mechanicsville, VA23111 USA
Telephone (804) 746-1664
Telex (via WUI) 6502339544

T. K. COMPUTERWARE
Stone Street
North Stanford
Ashford, Kent TN25 6DF
Telephone 0303-812801
Telex 966676 PMFABG

Payment by cheque, PO, Eurocheque, or by



THE ADVANCED SELF CONTAINED GRAPHICS MANIPULATOR FOR 48K & 128K SPECTRUM

Not just another pretty picture drawer but a vastly superior graphics package whose output can be used in adventure games, educational software, business software and just about every other application you can think of.

- Ideal for large scale animation.
- Up to 99% screen compression.
- Can store over 100 screens.
- Comprehensive easy to understand instructions.
- Quick start reference guide.
- Can draw 600 times faster.

**TERRIFIC
VALUE FOR MONEY
AT
£9.95
INCLUDING VAT**



If you have difficulty obtaining
Art Master please contact us for
Mail Order Sales or your nearest
Stockist.

**Summit Software, Units 3-6
Baileygate Industrial Estate,
Pontefract, West Yorkshire WF8 2LN.**

Tel: 0977 797777 Telex: 557994 RR DIST G Fax: 0977 790243



COMPUTER REPAIRS AND SPARES BY THE SPECIALIST

SPECTRUM REPAIRS £20.00

COMMODORE REPAIRS £32.00

COMMODORE POWER SUPPLY £25.00

Also many other spares

Prices on request

All prices are inclusive of VAT

While-you-wait service

Call in or send your computer to:

THOMAS WALKER & SON LIMITED
37-41 Bissell Street
Birmingham B5 7HR
Tel: 021 622 4475

DATA-SKIP PRESENTS:



These are all real Spectrum
screen-shots!

DIGITISER VIDEOFACE

With the Videoface you can transfer television pictures into Spectrum SCREENS. With this SCREENS you can do whatever you like. You can LOAD them into a drawing program or make hardcopies on a printer (see examples). For the Videoface a video-out signal is needed so you can use a video recorder, camera or scart-television.

You can even use another computer as a transmitter. What would you think of a Commodore screen in your Spec??

The Videoface scans continuously and because of its speed, it appears you're watching a digitised movie!
The Videoface produces a high-res 256 x 192 x 4 bit screen.

The software is fully menu-driven and is Beta and microdrive-compatible.

Slide adjustable while scanning. Always stores the latest six screens for animations! The Videoface digitises a picture in 0.27 seconds!

And you can use it for fun, computer art or professional aims.

So why hesitate? Rush to the mailbox and order now!
The Data-Skip Videoface digitiser is £69, including P&P and VAT.

Trade enquiries welcome, please contact us:
(0) 1820-20581 Data-Skip, L. Willemsteeg
10, 2801 WC Gouda, Holland

*Also available from Romantic Robot 01 625 9463

The Data-Skip Videoface digitiser is £69 or HFL £249.00. Please add £1.00 for P&P.

SEIKO RC1000

Wrist terminal with 2k of free memory to store e.g. addresses, telephone numbers or appointments. Extensive alarm facilities (daily, weekly and yearly alarms) also gives you the world time of nearly every place in the world. Fully programmable on your Spectrum 48k (with interface 1) or Sinclair QL. Data transmission software, interconnection cable and watch included. Very good value at a bargain price of £49.95 or HFL 160.00.
Please state Spectrum or QL.

CTX 5000

Modem - Interface software in eeprom Works in every country of the world. £49.50 or HFL 160.00

DISC TOP AMX

Here is your mouse driven desk top, (Opus disc drive only). Also included screen dumping just £5.95

Please send me.....Videofaces at
£69 each. Please add £1.00 P&P

**Micro Connection (Belgium)
ABC (Germany)**

Andrew Hewson
(Hewson)

It would save a lot of problems! The possibilities are enormous. We wouldn't have to worry so much about compressing data. One thing it would certainly do is improve the quality of the backdrops and other graphics detail in a game – it would be possible to load screens as necessary from disc without having to hold all that information in the computer memory. It would certainly make things more fun. It might mean that the Spectrum would stop being just a games machine and people would start to do other kinds of software.

I'd be very supportive of a Spectrum with discs – I think the market is crying out for it, the Spectrum has never had a really standard system – the equivalent of what Kempston is to joysticks. Price would obviously be a key but it would have to be under £200.



Tim Langdell
(The Edge)

A disc drive would be right up our street. It would remove so many constraints on what we could do. With **Fairlight II** we had to squeeze and cram it into 128K or have two loads on the 48K machine. We wouldn't have to spend so much time cramming stuff in. It's things like graphic detail that really use up Ram, with a disc drive we'd be able to keep graphic data on disc until it was needed.

It should be possible to find a way of using the disc for multi-tasking as well, so that more data is loaded whilst you are playing. Under the Softechnics label we already do a lot of material that has been designed to be used with virtually all the disc drives available. With a standard disc drive it would be possible to have very sophisticated graphics programs, even things like page make-up with the disc holding alternative fonts and even having different point sizes.

The key thing for such a machine is price. It has to be under £200 and if the rumours of an Atari ST for under £200 are true it will have to be closer to £150.

IF I HAD A DISC DRIVE....

A Spectrum with a disc drive? We asked the industry what they would do with it.....

John Heap
(Denton Designs)

I am working on arcade adventures at the moment, doing something in 128K for the +2. With a disc drive you stop having to put a limit on what you can do. 128K games will take absolutely ages to load in from tape, especially with the problems over using hyperloads on the +2, so a disc drive is becoming almost vital.

Aside from the sheer extra data room, the other thing you could do with a disc drive is storing inputs to customise the game and do things like instant action replays of events in the game. I am definitely keen on the idea of the machine, it just depends on there being a decent amount of support for it.



David Ward (Ocean)

Well, a disc drive on a Spectrum is less of an innovation that it might have been. It would have been more significant if it had happened in the 48K days, with 128K I doubt that there is a big advantage from increased data space.

I think it will have some effect on software, though the real point is that you can interact with the program, an action in the game may actually change the information on the disc. This is where the idea of interactive fiction comes in – for

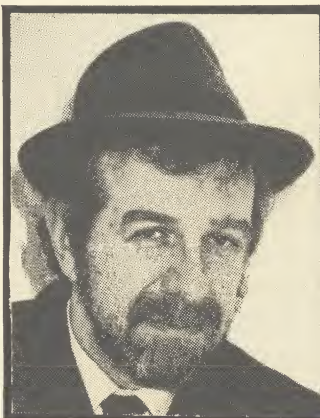
example, adventure games can be designed to respond in a considerably more personalised way – keeping track of your previous actions. The other point is random access, which lets you structure the program in more interesting ways.

A Spectrum with disc drive could be significant, Commodore sales over Christmas had caught up with Sinclair ones and I think a disc machine could develop a new market distinct from the existing one – it largely depends on whether the +2 would continue to be sold alongside any new machine. Certainly we would support such a machine, probably beginning with conversions of some of the Commodore disc only software we already have.

Geoffrey Heath
(Mastertronic)

I don't think we would be able to support disc software for a Spectrum at the existing price bands – £1.99 or £2.99, but it would be the sort of thing we might put out under the Melbourne House banner.

We would have to wait and see any new machine and a lot would depend on it but I think one way or another we would produce software for it. It'll be excellent for loading speed, access time and for multi-load products.



Mike Singleton
(Programmer)

Obviously a disc drive effectively gives you extra Ram. It means that you can switch things in and out as they are needed, it will be particularly good, for example, for things like digitised speech and graphics or digital music tracks. With a disc drive you can have as much as the disc will hold which should be plenty.

For my personal interest, a disc would make it a lot easier to do things like play by mail. More generally it could lead to such things as customised programs, both in the sense where adventures respond more closely to your exact inputs and offering arcade games you can alter yourself.

One area I've been interested in is the idea of 'recording' live action into Ram i.e. using Ram like a laserdisc to store sections of animated action. Obviously with a disc that idea could become so much more effective, you could save a much longer sequence of actions and have them introduced at particular points in the game.

Greg Follis
(Gargoyle)



We hear the news of a Spectrum +3, and built-in disk drive, with some emotion, if not to say, mild hysteria. You see, at Gargoyle, 99% of all game development is done on Amstrad PCW8512's, with the object code being ported to the target machine via an RS232 or Centronics interface. All development, that is, except for the images for the poor old Spectrum – no matter how much we try to emulate the Spectrum's visual 'capabilities' on other machines, we can't quite capture the unique feel of the original. Therefore, all Spectrum artwork is executed directly onto an old 48K Speccy (we like our rubber keys) and stored on a microdrive.

Yes, complex games can be presented on a machine with built-in disc drive but to think of developing a game without the strain imposed by the ever-imminent demise of a Microdrive, brings a tear to the eye, a hoarse cry to the lips. ■

BLAMMMM!

Shadow Skimmer is the fastest most amazing blast 'em up you've ever seen. We raved about it – you will too.

And this is the chance for you to get your hands on a copy for nothing. Better still, this is your chance to win a framed original of the *Shadow Skimmer* painting (the brilliant picture on the cover of the cassette box) signed by the programmer of the game and dedicated to the winner. Not only that but it'll be pretty nicely framed, too.



The prizes

- 1 framed *Shadow Skimmer* picture
- 20 copies of the game *Shadow Skimmer*
- 10 Edge pens.

So there are lots of prizes and lots of chances to win! All you have to do is use your imagination and draw us a skimmer.

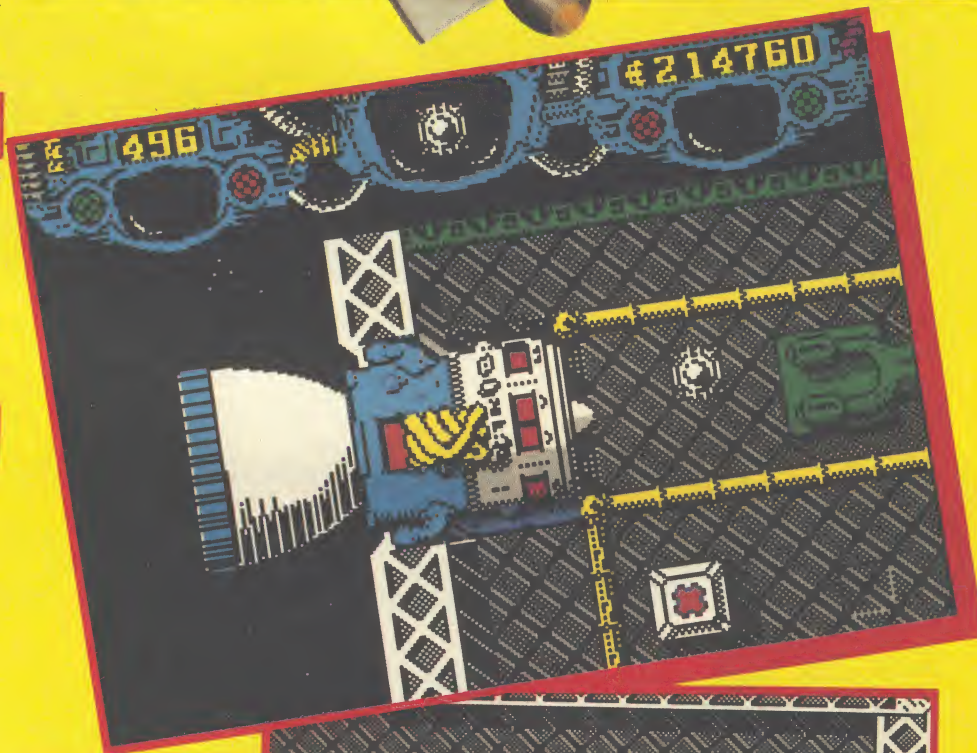
What you have to do

Use any kind of drawing materials you like – pencil, pen, paint, even your computer if you like, and design us your perfect Space Skimmer. There aren't any other rules. Just use your imagination and come up with the best picture you can. If the entries are really great we might even print them (if they're naff we'll just forget about the whole thing).

There is almost no chance whatsoever of you ever getting your picture sent back so you'd better be prepared never to see it again, on the other hand, with such fantastic prizes on offer it must be worth having a go...

How to enter

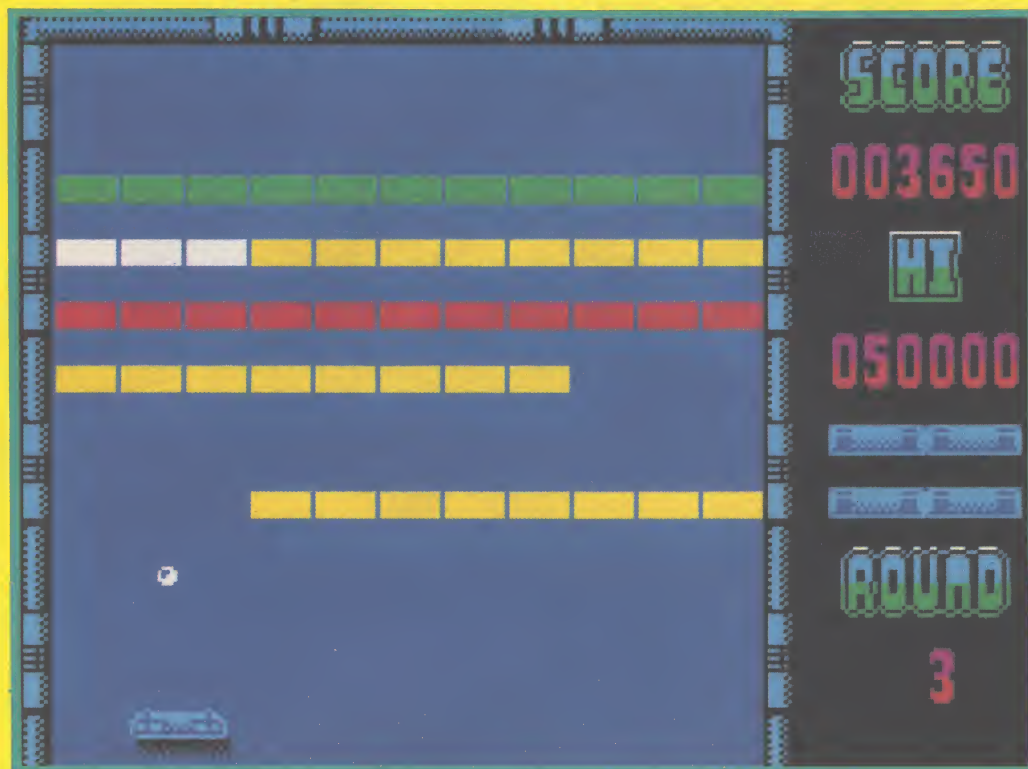
Send your completed picture to 'You Gotta Draw the Line Somewhere *Shadow Skimmer* Compo', Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All entries must reach us by April 30 along with the completed coupon on the right ▶



Name
Address

*Competition not open to EMAP or Edge employees and anybody with little artistic skill.

ARKANOID



FACTS BOX
 Slick graphics, good sound and stunning gameplay. Genuinely addictive qualities make Arkanoid a winner
ARKANOID
 Label: Imagine
 Author: Mike Lamb
 Price: £7.95
 Memory: 48K/128K
 Joystick: various
 Reviewer: *Jim Douglas*
 ★★★★★

screen and not let it slip past you on the re-bound.

Now Ocean's game is at least a couple of generations down the line. It's still got the bat and the ball (still a white blob) and a wall of some sort but there are so many little twiddles and



added bits, accusations of unoriginality are really a bit pointless.

The plot tells of how your mothership, **Arkanoid** was destroyed, leaving only a shuttle craft, Vaus. In order for things to be well with the universe, you must destroy 32 levels of walls before reaching the Dimension Changer which

Arkanoid is Imagine's umpteenth licence tie-in. So far – as licences go – the arcade conversions have been infinitely superior to the TV/film links and this fits the trend.

Arkanoid comes from the Taito arcade machine and is completely wonderful.

Old timers, having seen the screenshots, will be scoffing loudly, claiming that it's exactly the same a **Breakout**.

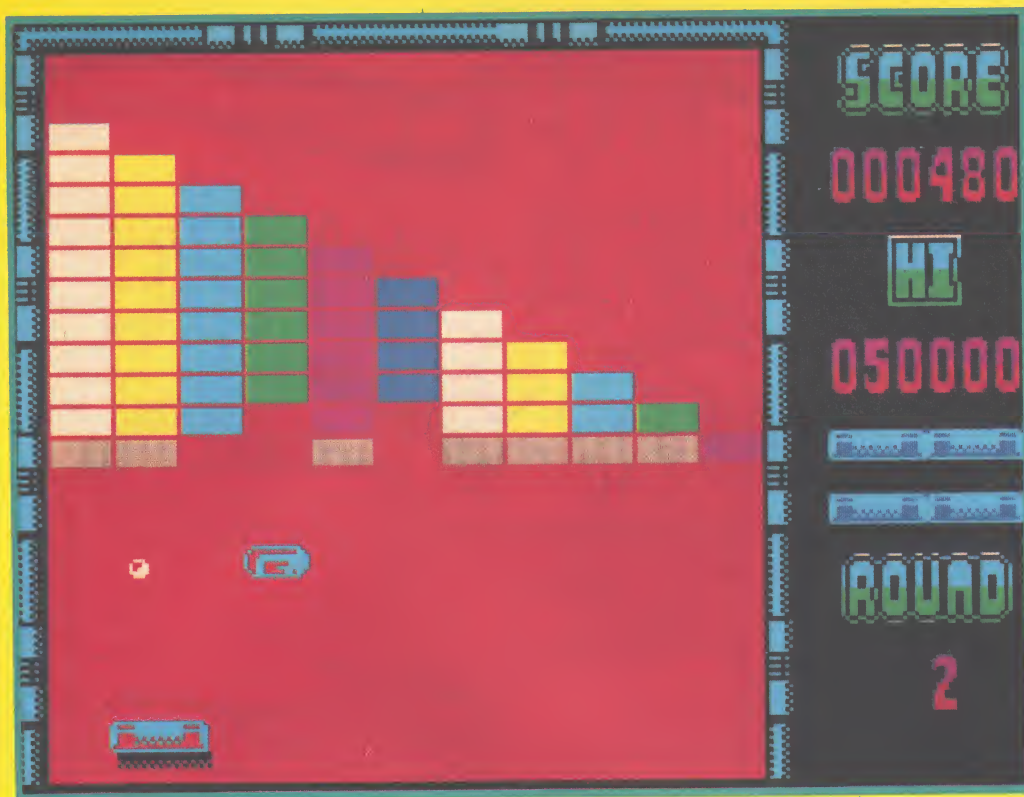
And this is, in fact, not all that far from the truth. **Breakout** was invented years ago and it featured a bat and a ball and a wall. The object was to keep bouncing the ball (a white blob) off the wall at the top of the

Bombjack II

Bouncing Bombjack's back, even more determined to outwit the shaggy monsters on the levels and grab the sacks of gold. The trick with **Bombjack II** is these wooly adversaries keep mutating. As you play and as time goes on,



FACTS BOX
 Platforms and ladders with great style. Terrific sequel to a strong original, which is thrown in too as a Free extra
BOMBjack II
 Label: Elite
 Price: £7.95
 Memory: 48K/128K
 Joystick: various
 Reviewer: *John Gilbert*
 ★★★★★



ARCADE

REVIEW

numerous and infuriating they are. You can destroy them by crashing the ball into them, but this deflects its flightpath.

That's the game, but it's all wrapped up in slick graphics and super-smooth movement.

Despite its relatively primitive roots, **Arkanoid** is a quite extraordinarily playable game ■



will allow you to reverse time and bring back Arkanoid. OK, the plot stinks.

Hit **Fire** and you're off. You're the blocky thing at the bottom of the screen. The ball sits on the top of your craft and after a couple of seconds, it'll fly up toward the top of the screen. It won't get particularly far before slapping into a large coloured square and being bounced back down again.

All pretty familiar so far.

A few bounces on and that's

all changed. A kind of Hedex tablet with a letter on will drift down the screen. Now, each tablet does different things for you. For example, if you guide Vaus into one with the letter S on, the ball will slow down. One wit a C on it gives your ship a kind of sticky property: the ball will stop when you touch it, and you can then move to whichever position you like before launching it again.

Other letters make your ship wider (thus making it wasier to

hit the ball), give you extra lives, move you to the next level or break the ball into three parts.

This last offers you a very strange kind of bonus situation where you have to juggle three balls instead of one. The final tablet arms your ship with lasers which can blast away walls and aliens.

Oh, I hadn't mentioned the aliens before, had I? They appear at the top of the screen and work their way down. The higher the level, the more

► It may look like Breakout but it plays like a whole new game. How many balls can you juggle?

unless you get rid of them they transform – and each time they do they get a whole lot trickier to deal with.

To destroy one of these Woolly adversaries – they look like dinosaurs during their early stages of each level – unsheath your knife and prod the beast off the platform. Alternatively, you can jump frenziedly around the screen, picking up sacks. Pick them all up and all the remaining monsters die.

This latter mode of operation is dangerous because any contact with the enemy drains your strength.

Don't take too long clearing the platforms. The monsters go through two mutations. After approx 40 seconds the soft skinned carnivores turn into armour-plated robots. A further 30 seconds and they follow your lead and start jumping about all around the screen. Yet more lost energy for you.

More hassle. You can jump only vertically or horizontally from some of the platforms. That means a lot of trial and error when finding the best way to get around a screen. And in some cases you're forced to jump to a very short platform

Bombjack

when you can't help but bump into a monster. The sketchy instructions on the insert suggest that you move quickly to and from the danger level. They don't say, however, that you should continually press the joystick left or right, knife at the ready to deal a glancing blow to the hopefully hapless monster: If you don't it could push you off the platform.

It's not all bad news. Bags of gold normally score 100 points when tightly zipped but if a bag splits open – most do just before the monsters start to jump – it's worth 200 points. Why – that's a mystery. **Bombjack II's** a real pig to complete. That's to say it's a real sharp release and a great sequel.

It's jaunty graphics and variety of platforms – colour and structure – takes it to the top of the platform game league, outstripping **Cobra** with style and **Legend of Kage** with

great ease. And with the original **Bombjack** game on Side 2 of the tape you just can't lose ■



mikro GEN

AMSTRAD
COMMODORE
SPECTRUM

AHEAD OF ITS TIME

CLASSIC COLLECTION

New from Mikro-Gen, the exclusive Classic Collection offers four superb games in one. Guaranteed to give hours and hours of play.



- 1 Stainless Steel
- 2 Frost Byte
- 3 Battle of the Planets
- 4 Pyjamarama

Classic Collection 1 available on Spectrum and Amstrad.
Classic Collection 2 available on Commodore.
Both contain a four-pack of top selling Mikro-Gen games including the classics Pyjamarama and Witch's Cauldron.

Amstrad	Cassette	£9.95
	Disk	£13.95
Spectrum	Cassette	£9.95

Commodore	Cassette	£9.95
	Disk	£13.95



- 1 Automania
- 2 The Witch's Cauldron
- 3 Pyjamarama
- 4 Battle of the Planets



SAS STRIKE FORCE
Join forces with the country's elite team of marksmen and pit your wits against the terrorists. This game is not for the fainthearted. Only the best will succeed.

Amstrad	Cassette	£9.95
	Disk	£13.95
Spectrum	Cassette	£9.95

FROST BYTE

By popular request, now available on Commodore 64. Frost Byte is an eery game of monsters and caverns. Something to get your teeth into - if you can stand the danger.

Commodore	Cassette	£9.95
	Disk	£13.95

**NOW ON
COMMODORE
64**



Available from all good software stores now. Look out for the distinctive pack.

mikro GEN

AHEAD OF ITS TIME

Mikro-Gen Software
44 The Broadway
Bracknell, Berkshire
Telephone 0344 427317

So you think you know games?



You do? Then we need you take part in the **SU** monthly survey!

What is the survey?

Each month we're going to take the chart topping titles and ask you to take them to bits for us. We want to know more about these games than anyone has ever asked before. Every fine detail will be questioned, examined and scrutinised again. Then we're going to assemble your data to compile the definitive judgement – your judgement – of that program. Each month we'll be printing the results and these will build up – issue by issue – into the most in depth guide to the classic games ever compiled.

What we want you to do

Obviously it's a gigantic project and we're going to need your help. We're looking for volunteers who will be prepared to be **SU** Star Game Panelists. What you have to do is fill in the form below and send it, together with a stamped addressed envelope to **SU** Star Panel. Then, if you are selected as one of the month's panel we'll be sending you notification of which game we want you to judge for us, together with a Survey Form for the game which we want you to fill in and send back to us. Then we'll take all the completed forms and produce from it the **SU** Reader's Valuation.

What do you get out of it?

Well not a lot, actually! Apart from the thrill of a job well done and contributing your data to the survey you'll get a mention in the magazine and we'll send you an incredible **SU** Star Panelist badge. And they'll be pretty rare things – more exclusive even than a Blue Peter badge. Only those who have contributed to our data panel will be entitled to wear one. (Incidentally if you see someone wearing one who isn't entitled to – we want to know, 'cos it ain't allowed.)

How to enter

Just fill in the form below and send it to **SU** Star Panel, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and don't forget to include a stamped addressed envelope.

Star Panel Entry Form

Name Age.....

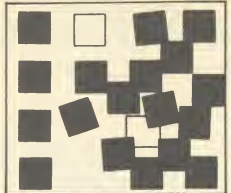
Address

.....

What sort of games do you like? Tick Box(s)

Arcade ☐ Simulation ☐

Strategy/Wargames ☐ Adventures ☐



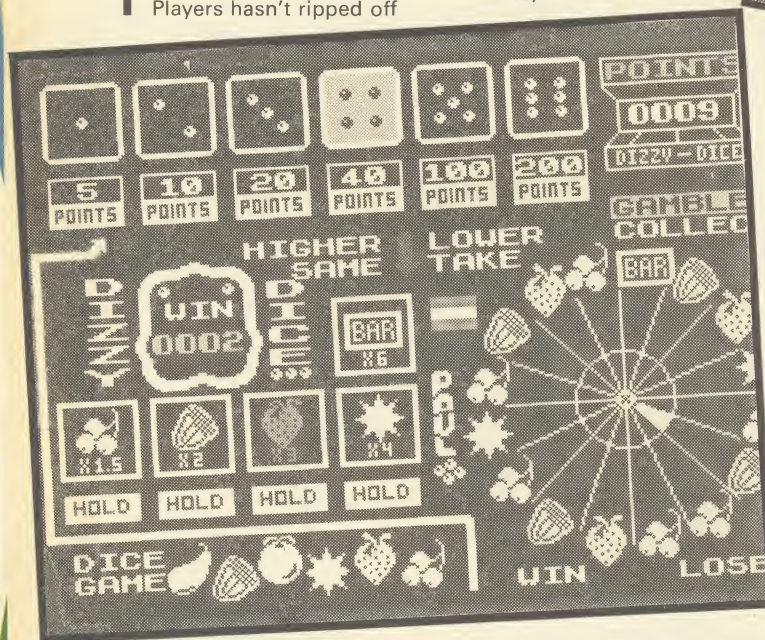
REVIEW

Take on a one-armed bandit and blow a bank. No, Players hasn't ripped off

DIZZY DICE

They Stole a Million, but it has come up with the most complex fruit machine simulation to hit the Spectrum.

There are two versions of the game, the simplest being Ordinary Dice. Roll the fruity combinations with a press of the S key – no joysticks allowed – and watch as the cherries,



lemons, bars *et al* spin in the four jackpot windows. If one of the winning combinations shows up you can collect your meagre winnings.

Once you've chosen to take a chance the pointer on the gamble wheel spins past the fruit symbols.

If you choose correctly here you can stash the money and return to the fruit machine or progress to the dice game and, hopefully, increase your money even more. It's so simple, but you can add up to \$200 to your total if you guess whether the next roll of the dice will be higher or lower than the current face showing.

The Ordinary Dice game is easy, the odds are more or less against you, but Bank Mode is tougher. Each casino bank has a

FACTS BOX

A fruit machine simulation with several dicey twists. Two types of game plan with good graphics to boot

DIZZY DICE

Label: Players

Author: in-house

Price: £1.99

Memory: 48K/128K

Reviewer:

John Gilbert



financial limit, and to break one you just have to bankrupt it. From Bank One you'll need to win £100 while you'll need to get £1000 from Bank Five. The rules are the same as in the Ordinary Dice game but the level system makes things much more interesting.

Players has made a tired old game into a complex dice with chance. At £1.99 I can see nothing wrong about this offering which, in terms of graphics, has more than some £7.99 games going for it.

According to US Gold's Tenth Frame rating system, I could be an amateur or professional, but I can't get the right swing on those shiney, black bowls to knock all the pine over in either one or two strikes.

The basic play is easy enough, but factors such as speed of ball and direction determine the standard of your game. If you try kiddie level – easy as pie – the speed at which the bowl travels down the alley is automatically set for the best advantage and the bowl will always travel in a straight line towards the pins.

You can aim the ball in any straight line down the alley. Push forward on the joystick and a cursor appears about a centimetre away from your little bowler. Move it across the alley until it's at the point where you want to line up the shot and pull back on the stick to move the man around. Hit *Fire* and the bowler tosses the ball through the invisible cursor point and, hopefully, at the pins. Each bowler gets two opportunities to knock over – strike – all ten pins – on each visit to the alley, and ten visits to the alley. The sub-totals for each visit are added up to a grand total of pins down – if you do exceptionally well you may get an extra frame of play, just like those spacey coin-ops give you a bonus go.

TENTH FRAME

FACTS BOX

Bowling game with no outstanding features. Even the background colour is jaded. But if bowling's your game....

10TH FRAME

Label: US Gold

Price: £9.95

Memory: 48K

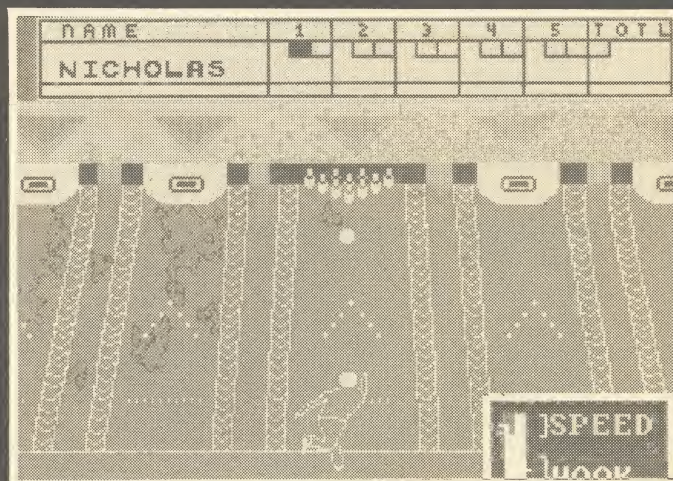
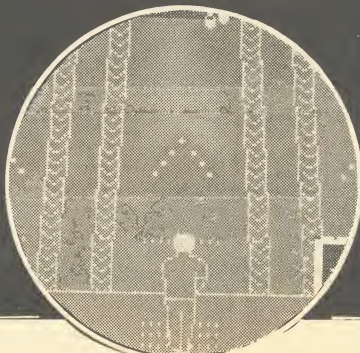
Joystick: various

Reviewer:

John Gilbert



Amateur and Expert levels put the pressure on. Both levels bend the bowl to the left of the



alley as you throw it. You've got to compensate for this spinning drift by moving your player and the line-of-sight cursor to the right. It'll take some doing but, like any true simulation, once you start to get the knack your new found confidence will slowly show up on the scoreboard.

You don't have to play League bowls – in groups – you can play with a number of individuals – Open Bowls – or by yourself. There's no player-versus-computer option, which is a great misfortune, but I

s'pose you can play amongst yourselves one after another in various personas.

If you can live with yourself, and the odd friend who may stumble into your computer area and deigns to move a character around the screen go for it. If, however, you can wait until *Indoor Sports*, from Advance, is released you can choose between the two packages. From what I've seen, the latter'll take a lot of beating in terms of price and quality, but *10th Frame* ain't exactly naff.

all in one superb package

4

All Action
Packed Games

INDOOR SPORTS

Darts, Air Hockey, Bowling & Ping Pong*



C.U.
Screen
Star

C.C.I
MEGA



*PING PONG IS NOT INCLUDED IN COMMODORE VERSIONS



COMMODORE 64*

(C) £8.95 (D) £14.95

SPECTRUM 48K,128K,+

£8.95

AMSTRAD CPC

(C) £9.95 (D) £14.95

ADVANCE • SOFTWARE • PROMOTIONS • LIMITED

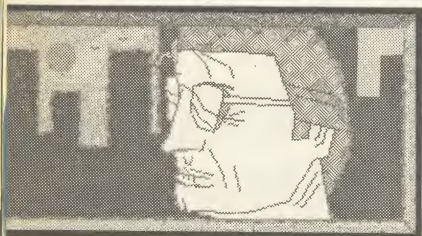
17 • STAPLE TYE • HARLOW • ESSEX • CM18 7LX • TEL • (0279) 412441

BUDGET

£1.99

£2.99

REVIEW



Good to see another decent budget adventure title. This time it's from Players and its been written using Incentive's **Graphic Adventure Creator**.

Matt Lucas, PI is set in Florida, the centre of the world's drugs trade. It's a tough place for a private investigator to eek out a living. Your partner, John Harpinger, has been kidnapped by a gang of dope

peddlars and you've got to find him.

You're on good terms with the local cops, It's Davis, Cosby and Deringer and, if you can spot them, there are the clues the gang left behind, but your car's broken down by the side of the road and the city just don't look the same on foot.

From the breakdown site you have two choices. Either go south and walk along the gusty cliffs, looking down at the beach or head into town where you'll find you pal's pad and the downtown precinct. Harpinger's place is locked up so take a look at his desk down at police HQ. The game's detailed, swiftly drawn, picture of the desk shows a computer and two software packages by its side, neither of which are the blindest use.

MATT LUCAS

In the drawer you'll find a hairpin - this mate of yours is pretty strange - and of course you know what to do with it. Go back to Harpinger's place, pick the lock with the hairpin and get the floppy disc he's hidden amongst his personal effects. Go back to the precinct, load the disc into the computer and a map of Florida's seedier dives is drawn on the screen.

From there on quality of the locales continues to dive - you get to go to some real dodgy dives. Most of the plot solutions rely on simple object transposition, such as finding and taking the hairpin to the flat, finding the disc and taking it back to the precinct.

The text parser is also a simple verb/noun affair, straight from the **Graphic Adventure Creator** which even makes a

guest appearance at the precinct.

You get a lot for £1.99. This is one of the better Players efforts. The company hasn't been able to hit the Mastertronic standard of quality yet, but Matt Lucas marks a change for the better. Good quality low rent adventuring ■

FACTS BOX

Simple graphic adventure with a reasonably inventive plot, full of gut grabbing suspense.

MATT LUCAS

Label: Players

Author: Alex Williams

Price: £1.99

Reviewer:

John Galbot



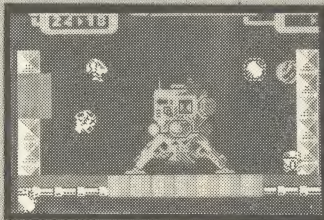
ANFRACTUOUS

Deep space destruction on a budget scale. Sounds promising if you're a fan of maze games but if you're also a big budget buyer be warned, **Anfractuious** is a mish-mash of plot ideas, maze graphic techniques and uninspiring alien blobs.

You are a robot with very short legs - and a very small brain - who's run out of fuel and had to dump his space ship on an unexploded planet called **Anfractuious**. The spaceship, an Apollo lunar lander no doubt taken from the NASA scrap yard, needs eight cans of fuel, which you've got to find before the aliens take your four lives.

There's a big problem. You get to some of the game's

screen's through one-way suction tunnels. Once you're through you can't escape. So, even if you go right and enter the spaceship screen you will be unable to escape, unless you've got the fuel canisters to launch the craft.



There's more. You're a danger to yourself because your laser shoots out through your back. If the blasts don't hit an alien they'll bounce back at you off the maze walls and blast some of your life energy away.

You have just over 25 minutes to find the eight energy canisters but the aliens' strength usually ensures that you'll never survive that long. Luckily the Severn brothers - the programmers - have included a couple of energy energising machines. They're few and far between so map the game and take note of each machine's position. Sound's tedious, and indeed it is.

Anfractuious resembles the NASA lander which is at its core. It's a piece of space dross with pretensions to originality.

There's a bundle of them out there already and this one's not going to make my advances ■

FACTS BOX

Feeble attempt at space age originality. Relies on hackneyed concepts. No real effort to be inventive

ANFRACTUOUS

Label: Players

Authors: Andy and Martin Severn

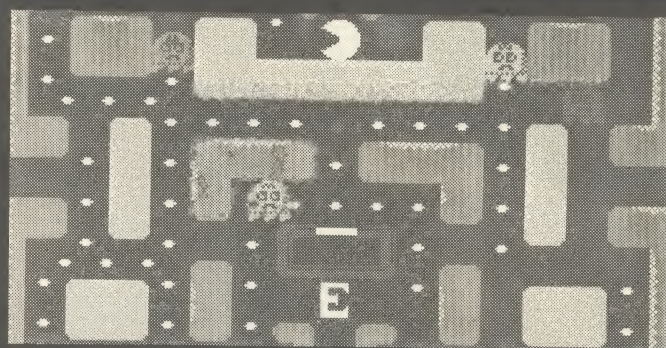
Price: £1.99

Memory: 48K/128K

Joystick: Kempston

Reviewer:

John Galbot



MUNCHER

Bubble Bus must be off its trolley if it thinks that it can get away with a range of budget products which includes rip-offs of **Space Invaders** and **Pacman**. Yet that is what its new Minibus range proposes.

The first release is **Muncher**, a version of **Pacman** which I'm sure Atari won't be overly keen to see - I think they stopped threatening legal action over **Pacman** clones three years ago, so maybe Bubble Bus is safe. Its bold irregular graphics and familiar chomping sound kept me playing for all of ten minutes during which time I managed to eat my way through five levels of power pills and kill over thirty flickering ghosts. The better you get, the more screens you clear and the fewer turn-ghosts-into-muncher-food pills you get. It's not that exciting, though.

If you've just got a Spectrum or don't have a version of the classic **Pacman** you might want

to look in your pocket for loose change and add it to your library. You're not likely to find a better version of the game floating around principally because it's back in the stone age of games design ■

FACTS BOX

Resurrection of a classic coin-op - four years ago! Could prove fatal to Bubble Bus' budget range

CLASSIC MUNCHER

Label: Bubble Bus

Author: Nick Jones

Price: £1.99

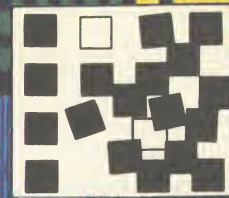
Memory: 48K

Joystick: various

Reviewer:

John Galbot





LEADERBOARD

The golf course is water logged, but that's cool because most of the holes in this simulation are played across water.

There are four courses, similar in structure but different in difficulty level, a maximum four players can putt, birdie and generally make fools of themselves. Each course is in perspective 3D with the player – looking like a British Rail guard, peaked cap and all – at the bottom of the screen swinging a club.

Before you can tee off at the first hole you've got to declare your ability. Novice play takes place in a vacuum. There's no wind, the ball is not hooked so that it curves across the ground, and it's not sliced so that it falls short on the green or in the water. At Amateur level hooking and slice come into effect, but there's still no wind. Professional level, and the full blown simulation takes off – along with your ball. You'll have to compensate for wind strength and direction, have perfect judgement in placing the ball on the green and be comfortable with the putter club, otherwise your putts'll be short or skim the rim of the hole and bounce out.

You can choose to play 18, 36, 54 or 72 holes, but your decision affects the order in which you can play the four courses. If you select more than 18 holes – an average sized course by any allowance – you can play them in any order by typing in 2 3 1 4, 4 1 2 3 *et al*, when asked. To play the same course four times just repeat its number on that option, 3 3 3 3.

The bad news is the 3D views of each fairway and hole are drawn in approx 10 seconds, which makes the game interminably lengthy. The good news is they could be worth the wait. They're realistic in a blocky sort of way and the scene created by the ball gliding through the air is reminiscent of those lazy days of autumn when the sunlight steams through the trees and you're indoors watching the telly golf (leave it out – Ed).

When the ball lands the scene's viewpoint changes and, hopefully, you get a nearview of the hole – with cardboard stiff flag. If you land in the water, and there's a lot of it, you take the shot again, but also take a penalty.

Each player has a selection of 14 clubs; three woods, nine irons, a Pitching Wedge and a Putter. The woods send the ball the furthest, an average 271 feet for a one or 234 for a five wood. Irons are for shorter distances. A two iron, for instance can

NICK				ROUND				1	+30
11	6	9	6	14	6	5	6		

wack a ball between 100 and 210 feet.

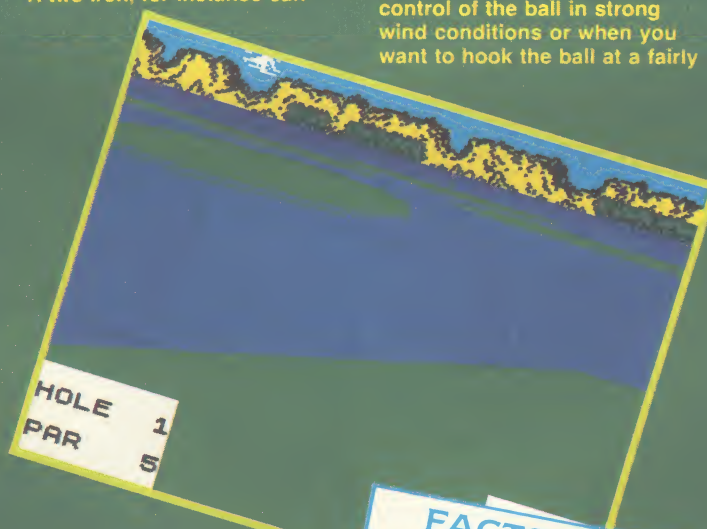
The Pitching Wedge lifts the ball off the ground, but again is for short distances. It's put to good use when you need close control of the ball in strong wind conditions or when you want to hook the ball at a fairly

exact angle. If you're a golf fanatic, and know the effects each club has on the ball, you'll appreciate the realism which the authors have put into this game.

Club swings are controlled by the power snap facility which builds up force and direction in the same way as when you're bowling in US Gold's Tenth Frame. When you are ready to make a shot the general power snap indicator appears on the screen. Press the *Fire* button on the joystick and the bar chart builds to maximum power. Release the button to stop the build up and the indicator starts moving from max hook, where the ball goes left, to max slice where it goes right. Press the *Fire* button again when you're satisfied with the ball angle.

Once you've played the distance and are on the green, near the hole, the computer acts as auto caddy and gives you a Putter. The Snap Indicator is, of course, different here as there's no need for hook slice. Just tap the ball, but again be careful because the power measurement is on a different scale. Even if the bar thrusts through half the chart the ball will only travel a few feet.

I score *Leader Board* as a straight five under par, and it's heading for a course record where simulations are concerned. It's the best golf simulation yet. It may not be the fastest game on the circuit but it's the most enthralling.



FACTS BOX

Real 3D golf, not puny putting. Five under par for *Leader Board*, it'll take the simulation market by storm

LEADER BOARD
 Label: US Gold
 Author: Access
 Price: £8.95
 Memory: 48K/128K
 Joystick: various

Reviewer: *John Galt*

★★★★★

Rumours hung in the SU offices like a particularly unpleasant fog bank. Who would walk away with the prestigious titles? Who would be voted div of the year? Who had to open all the entries? After much tearing of envelopes and writing down of votes, we are proud to present the results of the Sinclair Users Readers' Poll, 1986. So without further ado, it's over to the Green Room in Farrington for the results.

Best overall Program of 1986: STAR GLIDER (Rainbird)

Runners up: Uridium, The Great Escape and Gauntlet.
 Comments: Late-comer *Star Glider* scoops the award for Rainbird while other, more noisily announced games are left floundering in the lower areas.

Peripheral of the Year: SPECDRUM (Cheetah)

Runners up: Opus Disc Drive, Multiface 1, AMX Mouse.

Comments: *Gremlin's* tip for the top, *Thingy*, failed miserably. Joysticks received moderate support. Anarchic wits suggested the Royal Wedding. Oh dear.

Most Exciting Software House: ELITE

Runners up: Ocean, Hewson, US Gold.

Comments: Ever-prolific *Elite* took the award for being "brave" enough to attempt *Space Harrier* and not making too bad a job of it, really.

Programmer of the Year: STEPHEN CROW (Hewson)

Runners up: Keith Burkhill, Bo Jangeborg and Jonathan Smith.

Comments: Mr Firelord wins hands down. Our very own Jon Riglar got many a mention for reasons that escape us. Anita Sinclair kept cropping up too . . .

Worst Product of 1986: WORLD CUP CARNIVAL (US Gold)

Runners up: Ninja Master, Amstrad's Joystick and the 128K+2

Comments: *Canival* finally gets the recognition it deserves and thus makes a rare blot on US Gold's otherwise spotless copybook. Also present were the entirely sound Lenslock System and Ocean's Donkey Kong.

Best Soundtrack of a Game: GLIDER RIDER (Argus Press)

Runners up: Ping Pong, Cobra and Fairlight II

Comments: What happened to the splendid *Zub* then? Chirpy Cockney Sam Fox for her *Strip Poker* nominated by someone with their priorities twisted (?)

Best Graphics in a Game: LIGHT FORCE (Faster Than Light)

Runners up: Uridium, Great Escape, Dan Dare

Comments: Killing is obviously back in fashion, especially if it's nice to look at. No surprise here. *QL Karate* raised an eyebrow or two, though.

Best Adventure Game: HEAVY ON THE MAGIC (Gargoyle)

Runners up: The Boggit, Price of Magic and Vera Cruz.

Comments: Two in a row for Gargoyle. Even distribution between "real" adventures and those on the periphery. *Lord of the Rings* scraped by in an acceptable number.

Best Toolkit Program: GRAPHIC ADVENTURE CREATOR (Incentive)

Runners up: Art Studio, Artist II, Super Toolkit III

Comments: Minimal votes for text-adv-gen *The Quill* compared to GAC. Compilers and the rest picked up the floating votes. *Technician Ted* made a guest appearance.

Best Arcade Game: URIDIUM (Hewson)

Runners up: Gauntlet, Lightforce, Space Harrier

Comments: *Uridium* takes the award from *Lightforce*. Gameplay more important than graphics? *Jet Set Willy* and *World Cup Carnival* (!) were also suggested.

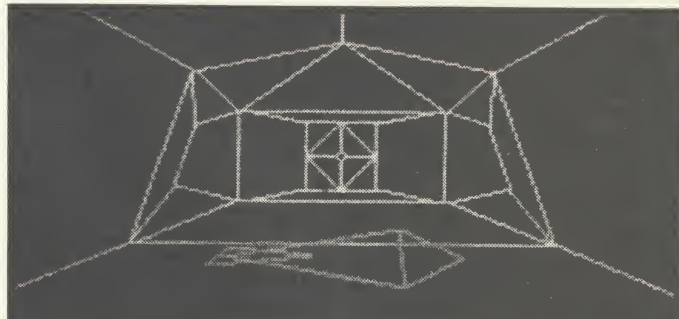
Best Film: TOP GUN (Tom Cruise, Kelly McGillis)

Runners up: Aliens, Back to the Future, Rocky IV

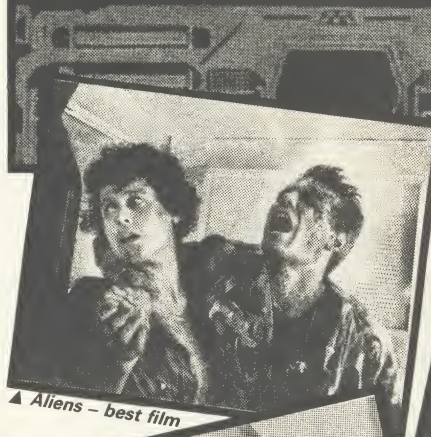
Comments: *Gung-ho-go-for-it* beats the equally violent although more sound space sequel. Crackpot racism in the superb *Year of the Dragon* depleted its appeal.

1986 POLL

▼ Starglider – best game



▼ Alan S... dressed in... industry

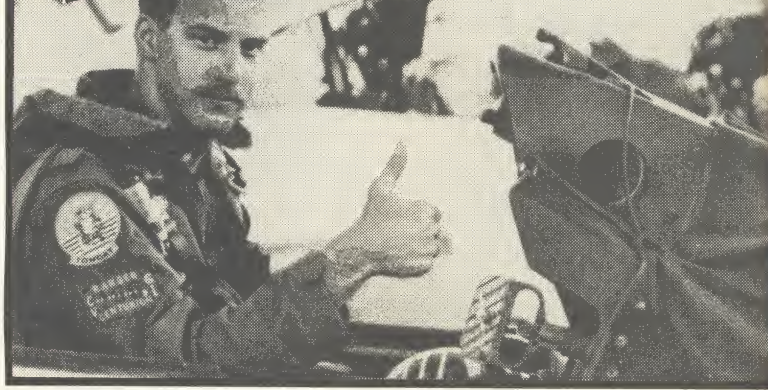
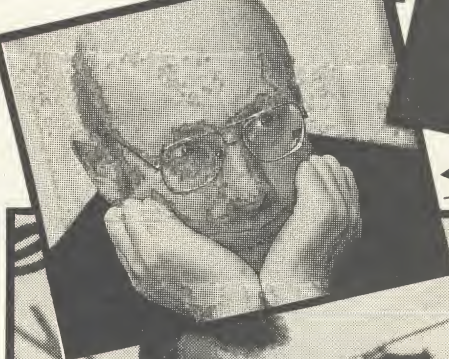


▲ Aliens – best film



◀ Sir Clive – div of the year

▼ Top Gun – best film



Worst Film: HOWARD – A NEW BREED OF HERO (A styrofoam duck)

Runners up: Top Gun, Cobra, Labyrinth, Shanghai Surprise

Comments: Not all bodes well for Activision's next release. The ill-fated *Surprise* made a predictable appearance along with the spectacularly awful *Creepers*.

Best LP: QUEEN – A KIND OF MAGIC

Runners up: Brothers in Arms (Dire Straits), Slippery When Wet (Bon Jovi), True Blue (Madonna)

Comments: Middle-of-the-road *Sun City* playing oldsters top yuppie musos, weirdos and the rather pleasant although preposterously uncool *Mrs Penn*.

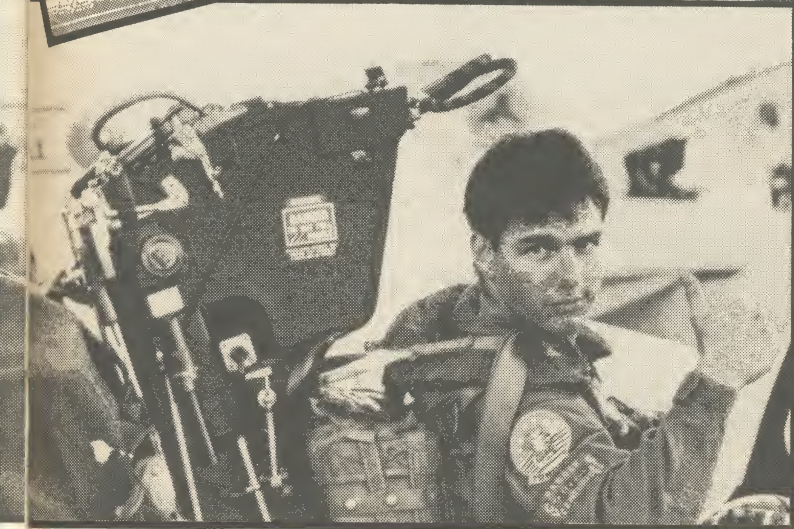
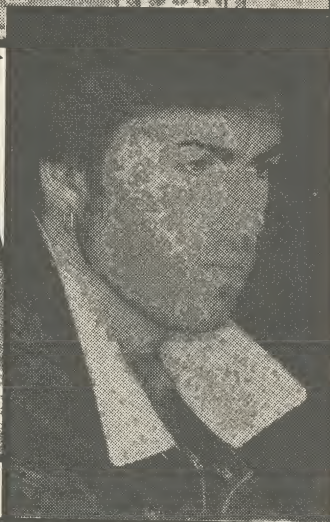
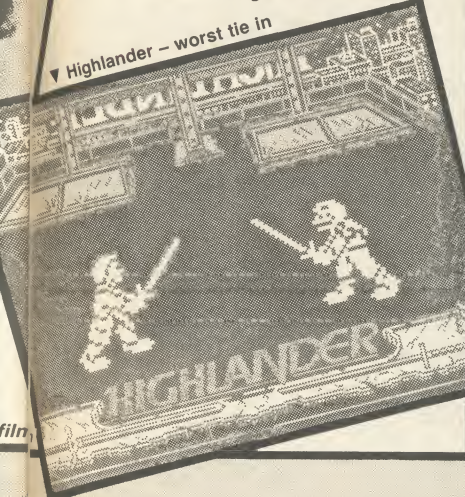
POSITIONS!

▼ World Cup Carnival – rip off of the year



George Michael – worst LP

▼ Highlander – worst tie in



Worst LP: WHAM! THE FINAL

Runners up: True Blue (Madonna), Notorious (Dur Dur), Now 8 (Various), Flaunt It (Sputnik).

Comments: George'n'Andy drive (unsteadily) into the sunset with a turkey on the back seat. Further down the road are Elaine Page, Aled Jones and Sam Fox

Best Strategy/Wargame: THEATRE EUROPE (PSS)

Runners up: Napoleon at War, Samurai and Trivial Pursuit

Comments: Simulated nuclear war is comfortingly popular, followed closely by impersonating short French men and pretending to be good at general knowledge.

What colour should the +2 have been?

BLACK

Runners up: Blue, red, white and grey

Comments: Imaginative as ever, black was the order of the day. Surprisingly, there wasn't a single vote for 40% blue with green and ochre triangles.

Best QL Software: GRAPHICS TOOLKIT (Talent)

Runners up: QL Chess, The Wanderer, Better Magic

Rip-off of the Year: WORLD CUP CARNIVAL (US Gold).

Runners up: Dragon's Lair, Knight Rider and the Amstrad joystick

Comments: World Cup Carnival by far the least popular effort this year from US Gold. Amstrad lost many fans with their ridiculously opportunistic joystick idea.

Most Horrific Licence Deal: HIGHLANDER (Ocean)

Runners up: Sinclair sell-out, Knight Rider and Friday 13th.

Comments: Ocean has yet to produce a brilliant licence deal except Great Escape. Domark appears to have learnt its lesson.

Best Licence Deal: ALIENS (Electric Dreams)

Runners up: Gauntlet, Cobra, Paper Boy.

Comments: Well-deserved success for the game of the sequel of the film. Cobra makes a surprise appearance.

Most attractive programmer: ANITA SINCLAIR (Magnetic Scrolls).

Runners up: Clare Edgeley and Steve Crow.

Comments: Marginal confusion over exactly what a programmer is. Exasperating votes like "any female" were a little too common, thank you very much.

Div of the Year: CLIVE SINCLAIR for selling out.

Runners up: Jon Riglar, Alan Sugar, British Gas Sid and Maggie T.

Comments: Woa. Yeh, Uprising. Down with Thatcher and the Tories. Riglar's 2nd place is obviously erroneous. Elsewhere Nick Kamen was nearly as unpopular as Edwina Curry...

Most unforgivable Marketing Concept of 1987: SINCLAIR SELLOUT

Runners up: World Cup Carnival and the +2

Comments: Oversized cassette boxes made an entirely justified showing as did the entirely reliable tape deck on the +2.

Character Who You Most Enjoy Watching Die: JET SET WILLY

Runners up: Berk and Wally Week.

Least Impressive New Software House: ALPHA OMEGA.

Runners up: Players, Sparklers and Piranha

Comments: None too encouraging reception for Alpha Omega, closely followed by Bug Byte and the fresh-faced novices at Mikro-Gen.

Best Dressed Industry Figure: ALAN SUGAR

Sir Clive, Andrew Hewson and David Kelly.

Comments: Obviously completely unfair and uncomprehensive. Where were the sartorially elegant Fergus McNeill and Tony Crowther? And why on earth Kelly?

Adventure with the Smallest Vocabulary: ZZZZ (Mastertronic)

Runners up: Hunchback the Adventure and Quest for the Orange Peel.

Dullest Arcade Game: KUNG FU MASTER.

Runners up: Ninja Master, Breakthru and Donkey Kong.

Most Ridiculous Event of 1986: SINCLAIR SELLOUT

Runners up: Royal Wedding, This competition and the Micro Fairs.

Comments: Oo. Anti-Royalist dissent. The C5, Nick Berry's No 1 and Bobby's return in Dallas were up there too. World famine and war hardly featured... ■

**REPEL THE DOPPELGANGER WORLD OF ANTI-MATTER
IN THIS NEW BLOCKBUSTER FROM DENTON DESIGNS**



- T**wo worlds – the mirror image of each other, touch in space through a Time-Warp.
- ©**ne is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.
- T**heir interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.
- R**estore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

DOUBLE DONBRE TAKE

STARTLING ACTION · INNOVATIVE GAME PLAY · STATE OF THE ART GRAPHICS



6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977



Poster No2 April

RANARAMA

“A brilliant, multi-faceted blast,
cast and thinking game”

SINGLAIR
user



SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT CARD HOTLINE 01-809 4843 (24 HRS)

OUR PRICE	OUR PRICE	OUR PRICE	OUR PRICE
Nemesis..... 5.95	Exploding Fist II..... 6.95	Kracout..... 5.95	
Space Harrier..... 7.95	Lightforce..... 5.95	Aliens..... 7.50	
Sky Runner..... 6.95	Rana-Rama..... 7.95	Cobra..... 5.95	
Super Soccer..... 5.95	Napoleon at War..... 7.95	Cyruus II Chess..... 7.95	
Impossaball..... 6.95	Arenham..... 7.95	Academy..... 7.95	
Sacred Antinad..... 6.95	Gallipoli..... 7.95	Bismark..... 7.95	
Theatre Europe..... 6.95	Shao Lin Road..... 7.95	Marble Madness Kit..... 6.95	
Quazatron..... 7.50	Star Games One..... 7.50	Venger-Tiger II..... 7.50	
Strike Force Cobra..... 7.50	Infilitrator..... 7.50	Dracula..... 7.95	
Trouble in China..... 7.50	Warlock..... 6.45	Konamis Coin Hits..... 7.95	
Ace..... 7.95	Into Eagles Nest..... 7.50	Artist II..... 12.95	
1942..... 5.95	Dragons Lair II..... 7.50	Dodgy Geezers..... 6.95	
Gauntlet..... 6.95	Strike F Harrier..... 7.95	Swords of Bain..... 6.95	
Uridium..... 6.95	Ghost and Goblins..... 5.95	Vulcan..... 7.95	
Konamis Golf..... 5.95	Druid..... 5.95	Advance Art Studio..... 22.50	
Hive..... 7.95	Durell Big 4..... 7.95	Tobuck..... 7.95	
Elite..... 12.95	Hardball..... 6.95	Bazooka Bill..... 6.95	
Firelord..... 6.95	Annals of Rome..... 10.95	Breakthru..... 6.95	
Scoby Doo..... 5.95	Stole a Million..... 7.50	Super Cycle..... 6.95	
B Cloughs Foo'ball..... 12.95	Desert Rats..... 7.95	Elevator Action..... 6.95	
The Last Ninja..... 7.50	Winter Games..... 5.95	Labarynth..... 7.50	
Tomahawk..... 7.50	Leader Board..... 7.50	Xevious..... 6.95	
World Games..... 6.95	Head Coach..... 6.95	Nick Faldos Golf..... 4.99	
Judge Dredd..... 7.50	Batzelfield Germany..... 10.95	Dan Dare..... 7.50	
The Great Escape..... 5.95	Terra Cresta..... 7.95	Yie Ar Kung Fu II..... 5.95	
Thanatos..... 7.50	Monopoly..... 7.95	Sailing..... 5.95	
Scalextric..... 7.95	Silent Service..... 5.95	Glider Rider..... 5.95	
Bazooka Bill..... 6.95	Footballer of Year..... 5.95	Bomb Jack II..... 5.95	
Fairlight II..... 7.50	Graphic Creator..... 19.95	*Ikari Warrior..... 5.95	
TT Racer..... 7.95	Shockway Raider..... 5.95	Knuckle Busters..... 6.95	
Sailing..... 5.99	Star Raider II..... 7.95	Parallax..... 5.95	
Battle of Britain..... 7.95	Explorer..... 7.95	Top Gun..... 5.95	
* Mercenary..... 7.95	Sold a Million 3..... 7.95	Trap..... 5.95	
President..... 6.95	Mutants..... 5.95	Now Games 3..... 7.95	
Sigma 7..... 5.95	PSI Chess..... 7.95	Jail Break..... 5.95	
Tarzan..... 6.95	Grange Hill..... 7.50	Renegade..... 5.95	
Animator 1..... 7.95	Deep Strike..... 7.95	Trailblazer..... 5.95	
Legend of Kage..... 5.95	Starfighter..... 12.95	Colour of Magic..... 7.50	
Uchi - Mata..... 6.95	Sam Cruise..... 5.95	Paper Boy..... 5.95	
*** ACCESSORIES ***			
Professional Plus..... 19.95	Trivial Pursuit..... 12.95	Acrojet..... 7.95	
Comp Pro Interface..... 9.95	T P Young Players..... 12.95	Express Raider..... 6.95	
Kamtron Interface..... 7.95	T.P. Question Pack..... 7.95	Knight Orc..... 12.95	
Ramp Turbo..... 18.00	*** SPECTRUM 128K ***		
Multiface 128..... 46.95	Konaris Rift..... 7.95	Kracout..... 5.95	
Cheetah Mach 1..... 14.95	Little Com People..... 7.95	5 Star Hits..... 5.95	
Comp Pro 5000..... 14.95	Fairlight I or II..... 7.95	Pain of Adrian Mole..... 7.50	
Arcaide Turbo..... 22.95	Plus 2 Lead..... 4.99	Arkanoid..... 5.95	
Quick Shot II Turbo..... 14.95	Kingdom of Krell..... 7.95	Tenth Frame..... 6.95	
Quick Shot II..... 8.95	Winter Games..... 7.95	Elite 6 Pack..... 7.95	
Quick Shot II Plus..... 12.95	Graphix..... 12.95	Shadow Skimmer..... 5.95	
Konix Speeding..... 12.99	Austerlitz..... 7.95	Enduro Racer..... 7.50	
Cheetah 125..... 8.95	Stars on 128K..... 7.95	Pailitron..... 6.95	
	Azimuth H-Alignment..... 7.95	Hacker II..... 7.95	
		Silicon Dream..... 12.95	

All prices include P&P in UK. Europe add £1 per tape. Elsewhere at cost. Cheque/PO payable to: S.C.S. (Sinc) PO Box 394, London N15 6JL. Telephone 01-800 3156

If you would like to pick up your discount software from our shop, please produce your copy of this advert for above discounts. To SCS, 221, Tottenham Court Road, London W1R 9AF.

(Near Goodge St Station - Open 6 days a week 10.00am to 18.00pm. Barclaycard and Access hotline ☎ 01-809 4843 ☎ 01-631 4627. Credit Card orders dispatched same day - subject to availability

* New Releases subject to availability from Software House. Please ring for availability.

CUT PRICE SOFTWARE

BEST SELLERS		**STAR BUYS**		**BEST SELLERS**	
SPECTRUM	RRP OUR	SPECTRUM	RRP OUR	SPECTRUM	RRP OUR
Stars On 128 & +2	9.95 6.95	Galvan	7.95 5.50	Fist II	8.95 6.50
Legend of Kage	7.95 5.50	Elite	14.95 11.95	Silent Service	9.95 7.25
1942	7.95 5.50	Sky Runner	7.95 5.50	Future Knight	7.95 5.50
Jack the Nipper	8.95 6.50	Ikari Warrior	7.95 5.50	TT Racer	9.95 6.95
Firelord	7.95 5.50	Great Escape	7.95 5.50	Dan Dare	9.95 6.95
Bombjack 2	7.95 5.50	Mag Max	7.95 5.50	Laser Genius	14.95 11.95
Double Take	7.95 5.50	Commando 86	7.95 5.50	Triv Pursuit YP	7.95 5.95
Samurai	8.95 6.95	Starfighter	14.95 11.95	Footballer Year	7.95 5.50
Hit Pak	8.95 6.95	Short Circuit	7.95 5.50	Top Gun	9.95 7.25
Infilitrator	9.95 6.95	Academy (Taucet 2)	9.95 7.25	Star Games One	9.95 7.25
Konami's Coin Op	9.95 6.95	Uridium	8.95 6.50	Nemesis	7.95 5.50
Sold a Million	9.95 6.95	Impossaball	8.95 6.50	Theatre Europe	9.95 6.95
Sold a Million 3	9.95 6.95	Shockway Rider	7.95 5.50	Scoby Doo	7.95 5.50
Ghost & Goblins	7.95 5.50	Leaderboard	7.95 5.50	Aliens	9.99 6.95
Butch Hard Guy	7.95 5.50	City Slicker	8.95 6.50	Paperboy	7.95 5.50
Marble Madness	9.95 6.95	Deep Strike	9.95 6.95	Best Beyond	9.95 6.95
Dragons Lair 2	9.95 6.95	10th Frame	8.99 6.95	Dark Sceptre	14.95 11.95
Donkey Kong	7.95 5.50	Graphic Ad Creat	22.95 18.95	Gauntlet	9.95 6.95
Yie Ar Kung Fu 2	7.95 5.50	Konami Jail Break	7.95 5.50	Trivial Pursuit	14.95 11.95
Crash Smash 3	8.95 6.95	Masters Universe	9.95 6.95	Headcoach	8.95 6.50
Super Soccer	7.95 5.50	Xevious	7.95 5.50	Space Harrier	7.95 5.50
Durell's Big 4	8.95 6.95	Nosferatu	9.95 6.95	Ninja Master	1.99 1.90
Uchi Mata	8.95 6.50	Indoor Sports	8.95 6.50	Shao Lin Road	7.95 5.50
Jewels Darkness	14.95 11.95	Ace	9.95 7.25	Konamis Golf	7.95 5.50

This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders please add 75p per tape. For up to date lists enclose S.A.E. Mail order only. Please send Cheques P.O. Payable to C.P.S. Visa Access orders by phone welcome to:

CUT PRICE SOFTWARE (DEPT. 4) Unit 6, Stort House
Riverway, Harlow, Essex, CM20 2DW
Tel: (0279) 24433 (24 hr ansaphone) or (0279) 31956

SCOTLAND: SPECTRUM REPAIRS

Dear Spectrum owner,

This is what we offer you. A six month warranty on all repairs and upgrades. Your computer shall be fully serviced and reliability tested YES, your computer undergoes a full 24 Hr rigorous functional heatsoak test to expose any other potential weak areas. If any weak spots do show up, these are also repaired, and therefore your computer's reliability is further enhanced. ONLY AFTER PASSING THIS TEST DO WE CONSIDER THAT YOUR COMPUTER IS FIT TO RETURN TO YOU

All faults	£19.95	Commodore repairs, min	£24.00
Spectrum + 2 repairs, min	£22.00	Amstrad repairs, min	£22.00
UPGRADES			
16k to 48k	£24.95	48k to 48k+	£29.95

Send cheque/PO together with goods to:

BYTES N' BYTES

Block 14, Holden Way, Donisbristle Ind. Est.
By Dunfermline, Fife, Scotland KY11 5JW
Tel: 0383 824576

POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years. The database updates automatically as results come in.
- **PREDICTS** Not just SCOREDRAWS, but ALWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture - choose as many selections as you need for your bet. The precise prediction formula can be set by the user - you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **DISC/MICRODRIVE COMPATIBLE** Tapes supplied with conversion instructions.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 86/7

AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)

COURSEWINNER v3

THE PUNTERS COMPUTER PROGRAM

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike. You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database - never goes out of date.

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs (ADD £3.00), ALL BBCs, ALL SPECTRUMS, COMMODORE 64/128, ATARI (48K+), SINCLAIR QL. Supplied on tape (simple conversion to disc) - except PCW (on 3" disc) and QL (on microdrive)

Send Cheques/POs for return of post service to...

phone 24 hrs

selec SOFTWARE

phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425
(Send for full list of our software)

FACULTY ENTERPRISES LTD

PRESENT

Gauntlet (US Gold)	8.99
Super Soccer (Imagine)	7.99
Legions of Kage (Imagine)	7.99
Elite (Firebird)	9.15
Cobra (Ocean)	7.99
International Karate (Endurance)	7.89
Light Force (FTL)	7.99
Scoby Doo (Elite)	7.99
Battle of Britain (War Games)	9.90
Hardball (Accolade)	8.99
Football Manager (Addictive Games)	5.99
Spitfire 40 (Mirrorsoft)	9.95
Ace (Cascade)	7.25
Aliens (Electric Dreams)	9.90
Masters of the Universe (US Gold)	8.99

Available on the 16K-48K 128K

Send SAE for List. Cheques and P.O.'s payable to:

FACULTY ENTERPRISES LTD

7A Sherwood Crescent, Market Drayton, Shropshire
PHONE: 0630 57465
or 43 Manor Road, Enfield, Middx EN2 0AN

HAPPY BIRTHDAY FACULTY ENTERPRISES LTD

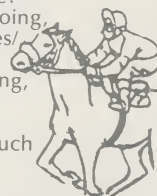
One year's successfully offering fast reliable service

TANGLEWOOD SOFTWARE

157 War Wick Road, Rayleigh, Essex SS6 8SG

THE RACING GAME

All the thrills of managing a stable of thoroughbreds. Features include:
Form, fitness, going, varying distances/grades of races, training, full betting, enquiries, save, 3 levels, watch them race, + much more.



FOOTBALL FEVER

Manage your team to win LEAGUE TITLE, EUROPEAN CUP, CUP WINNERS CUP F.A. CUP
Features include:
Fitness, injuries, team selection, penalties, morale, substitutes, booking, cup replays, form, transfers, + much more



£6.95 each OR Both Games for £11.90
for Spectrum 48K and 128K+2

C.O.D.E.

T.A.L.K.

Greg Follis is, along with, Roy Carter (Roysten to his friends) **Faster Than Light**. **Faster than Light** is, in another guise, **Gargoyle** and between the two companies they have created such programming gems as **Tir Na Nog**, and **Lightforce**. Clearly a multi-faceted individual we put Greg in a corner and pointed a table lamp in his eyes

Worst program that also did well? Lord of the Rings. It began badly when the first thing you find in the game is some photos stuck on a wall – this was not very good for atmosphere.

Hobbies

I'm quite keen on Martial Arts. I got a brown belt in Karate although I haven't done much recently, I generally enjoy most sports.

Worst subject at School

There were two. History – so God knows how we managed to do things like Tir Na Nog and Science. They wouldn't let me take O levels in either Chemistry or Physics. I was so bad?

Best thing about the Spectrum

It's simplicity. Because there is so little provided on the machine you are able to do what you want. On something like the Commodore, which has facilities like sprites, you actually find they get in the way and stop you from doing things.

Worst thing about the Spectrum Its simplicity – you get no help and the sound is terrible.

Coming up:

We have a lot of commercial work to do this year but we will do some games later on this year. I'd quite like to do some more with some of the ideas behind Shockway Rider, not the game ideas but the plot ideas – I like the concept of the street gangs. Another idea is to do a new Gargoyle Games project based on The Hunting of the Snark by Lewis Carroll. It would be a completely new style of game and not look like any of the previous ones. That would be intended for about October.

SOFTOGRAPHY: Ad Astra (Gargoyle, 1984) Tir Na Nog (Gargoyle, 1984) Dun Daurach (Gargoyle, 1985) Marsport (Gargoyle, 1985) Sweevo's World (Gargoyle, 1985) Heavy on the Magick (Gargoyle, 1986) Scooby Doo (Elite) (Elite, 1986) Lightforce (Faster Than Light, 1986) Shockway Rider (Faster Than Light, 1987)

Greg Follis Age 39

It was 1968, when I first saw a computer. It was an ICL1900 which filled a 40 foot room and had 8K. I was working for a commercial bed manufacturer at the time! For the first four weeks I had to work at night feeding in 160,000 punched cards...

The first language I learnt was Plan which is ICL's standard low level language rather like assembly language. Over the next few years I gradually learnt more just by trial and error and making mistakes. I became a Systems Analyst and joined up with Roysten. We became the R+D department and started designing systems and languages.

I think the best way to learn is just to use the reference manuals and try things, make lots of mistakes and let your enthusiasm drive you on. I stayed with the bed company until I left to do Gargoyle 1985.

The first program I wrote was pretty boring. It was a cost/sales analysis program that worked out how much things cost. Roysten and I went on to create a program called **Omen**, which we're still pretty proud of and is in fact still marketed as **Omen+** by ICL and others. It's pretty boring though – an on-line real-time development and production tool.

Vital Details

Which other programmers do you admire?

I really liked the original Ultimate team, I don't know who they were, just that Tim Stamper was involved. I know the products though and that is good enough for me.

Favourite Programs?

Well, even though it's ancient, I still like Pacman for its sheer simplistic enjoyment. I also like the Hitchhikers Guide to the Galaxy, although I still haven't got past the Babel Fish – I did once but I've forgotten how I did it. Finally, I like martial arts games like International Karate.



What arcade game do you get the highest scores on?

The Star Wars cabinet game – I used to be able to chock up a good six figure score on that. More recently Space Harrier has caught my attention, and if I spend enough money on it I can get some good scores on that.

What program would you most like to have written?

Trivial Pursuit, it was a difficult job which was converted in a thoroughly professional and entertaining way.

Greatest programming achievement?

Well it might be one of the serious projects I've worked on but on the home computer side I think as a

total Heavy on the Magick is the best thing I've been involved with.

Programming ambition

To create an intelligent program. It's an idea we've been working on for four or five years – and the ultimate objective is to simulate human thought processes. We have a thing called the George project which is underway being developed on a PCW that might bear some fruit this year and there might be some sort of Spectrum version next year.

Favourite TV

I loath TV mostly but I do like Fawlty Towers, and recently Miss Marple has had me pretty addicted.

Favourite film

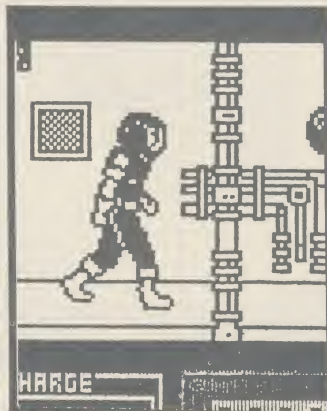
Commando, Rocky IV and all the Star Wars films. I also like Clockwork Orange very much, but I haven't seen it in ages.

Favourite record

Of recent stuff I think it's Dire Straits Brothers in Arms album. Of the older material, Supertramp were big favourites.

Favourite books

Almost all science fiction. Also Len Deighton and Robert Ludlum among spy writers, and sometimes I even like to read books on Computing!!



▲ Marsport

STRIKE

Experience the exhilaration of big league bowling with outstanding graphics and a true perspective action view.

Multiple levels of play, realistic pin action and automatic scoring make 10th Frame a bowling reality the whole family can enjoy. You may even be tempted to invest in high time bowler shoes and shirt once you've become obsessed with this addictive game.

Another smash hit from the creators of that simulation sensation "Leaderboard".



10th FRAME



ACCESS

Software Incorporated

U.S. Gold Ltd.,
Units 2/3 Holford Way, Holford,
Birmingham B6 7AX.

Telephone: 021 356 3388

Spectrum

£8.99

CBM 64/128 Amstrad

£9.99c £14.99d



AIRWAVES

A new series of *The Prisoner*, the cult show of the 60's, could be on the box by next year.

The show features Patrick McGeehan in the title role again. At the beginning of the first series he was stripped of his identity and shipped to a mysterious place called the Village. The Village becomes his prison. He's given the number six as an identity. The Jailer - Number Two



changes personality each episode and eventually aids The Prisoner in escaping the village. Number six finally fights Number One, an even shadowier individual (possibly himself), and assumes his identity.

Sources in the States confirm that McGeehan is working on a new script. The new series is likely to be filmed in the US. At the start of this new show The Prisoner discovers that the whole world is The Village... (Oh no, not that old plot.)

JOHN GILBERT

BOOKS

Thru the Barbarian, the almost naked bone head of White Dwarf's comic strip, rips, mangles and mutilates his way through a large format, glossy paperback, recently released by Games Workshop.

The strips in the book, which costs £3.95, are all *White Dwarf* repeats, but that doesn't stop them being hilarious. The

most comic is a series of strips entitled *The Three Tasks of Thru*. He has some Herculean jobs to do, but always manages to kill thousands of innocent swineheads while doing them. He even manages to slash the arm of his own artist. The blood...

JOHN GILBERT

VIDEO OF THE MONTH

The Karate Kid Part II (Ralph Macchio, Noriyuki, RCA Columbia).

In a far lighter tale than last month's video, Macchio and Morita return as the all-American kid Daniel and the wordly wise karate instructor Miyagi. It is six months since Daniel triumphed in tournament when we pick up the story.

Returning to Okinawa to visit Miyagi's dying father, Daniel finds himself caught up in a deadly feud between Miyagi and an old friend turned adversary, Sato.

Daniel ends up having to protect his mentor from Sato and his nephews and falling in love with a local girl in the process. (Statutory love interest.)

Macchio does a fine job despite being at odds with some occasionally ropey dialogue and although it's all pretty light-

weight, KKII provides an entertaining, albeit safe romp into mainstream martial arts; action, philosophy, honour *et al*. Certainly worth a look, maybe as a double bill with No 1.

JIM DOUGLAS



COMICS 'N' MAGS

In the US home of comic book super-heroes, something nasty's bubbling in the swamp - yeah, it's Swamp Thing! Our American cousins have something called the comic code, self-imposed censorship by which all the big comic publishers agree not to produce things that might deprave impressionable youngsters. Horror's out, nice is in, which makes for boring comics.

Meanwhile, in the UK, IPC has 2000AD - all blood and guts, but exciting. Let's face it, if you had to choose between Superman (*Truth, Justice and the American Way*) and Judge

Dredd (Look into the fist of Dredd) which would you go for? Lo and behold, the Americans got wind of 2000AD, and DC Comics lured Alan Moore, one of Judge Dredd's creators, away. He started working on a series called Swamp Thing, about a mass of swamp vegetation that generally wandered about doing good. Mr Moore transformed Swamp Thing into one of the strangest and most interesting comics around.

We are talking strange ideas here - in one of the latest issues our hero, a disembodied intelligence drifting through space, is raped by an island. Don't ask how - just read it.



When his village is destroyed by barbarian raiders, the hero of the book, Aiv, is apprenticed to the Mastersmith - metal-working and magic are closely intertwined in this world.

As he learns the magical skills of metal moulding, he also discovers things about his smith master, and flees after finishing the final test he needs to pass to become a journeyman. In passing that test, Aiv betrays a friend and loses his magical powers. The rest of the book follows Aiv's progress, first as he searches for his lost powers, then as he uses his skills against his former master. The grand conclusion to the novel is everything that could be desired, and the way in which Aiv defeats his own magic in the form of a sword he has created - is neatly done.

My only quibble concerns the conclusion's bevy of loose ends, but I look forward to the next book in what we are promised will be a series. There's no doubt that the book will be the basis of an adventure game at some point - it just cries out for computerisation.

TOP TEN ROLE-PLAYING GAMES

- 1) **Dungeons and Dragons (TSR)**
- 2) **Paranoia (West End Games)**
- 3) **Call of Cthulu (Games Workshop)**
- 4) **Mech Warrior (FASA)**
- 5) **Traveller 2300 (GDW)**
- 6) **Middle Earth (ICE)**
- 7) **Twilight 2000 (GDW)**
- 8) **Marvel Superheroes (TSR)**
- 9) **Runequest (Games Workshop)**
- 10) **Warhammer (Games Workshop)**

Chart compiled by the perfectly topping peole at The Virgin Games Centre, Oxford Street, London. Probably the best RPG shop in the world... (How much did they pay us to say that? - Ed.)



LANDS

COIN-OP OF THE MONTH

Tatsumi's Lock-On is a fast action shoot'em up requiring nerves of steel, a sturdy trigger finger and lightning reflexes.

As a member of the Tatsumi airforce your job is to sweep the skies ridding your country of the invading enemy air and ground forces. The action doesn't give you a moment to even blink. As soon as your money is in the machine you come under attack from waves after waves of fighters while tanks and the like chuck missiles up at you with deadly accuracy.

The centre of the screen contains your sights – a grid in which you must hold the enemy while opening fire. If they manage to escape the grid, they'll be out

of range so a fair bit of manoeuvring is necessary before you can shoot them down in flames. Every so often yellow squares lock on to approaching aircraft and this is when you get your first warning from the computer. 'Lock On' – the command – means let loose the missiles which will home in on the captive aircraft leaving you free to blast everything else.

Ground forces are just as dangerous as the aircraft – more so because you tend to forget their existence in the heat of a dogfight. These send up anti-aircraft shells which hurtle towards you at amazing speeds. As they are about to hit, a warning message pops up in the top corner of the screen but who has time to notice the writing on the wall in the middle of battle? You're more likely to notice the missile as it explodes on top of you.

Bonus screens pop up at certain times offering a variety of different landscapes to fly and fight over. Just choose one of three windows (square!) and away you go.

Fast and addictive, Lock-On's a must for anyone who wants a bash at being a fighter pilot.

CLARE EDGELEY

TOP TEN COIN-OPS/APRIL

Out Run	Sega
Side Arms	Capcom
Championship Sprint	Atari
Nemesis	Konami
Soldier of Light	Technos
Valtric	Taito
Bubble Bubble	Taito
Street Football	Bally/Sente
Victory Road	SNK
Night Stocker	Bally Sente

This list is compiled with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electrocoin.



PERSONAL HI-FI

Pocket-sized hi-fi has been hot since the Sony Walkman hit the streets. But if you're a real cool dude you'll want to go one better than just having a tape-player in your pocket. Check your local electronics dealer for these:

- The **HITORI FM RADION** is the size of a matchbox, picks up stations in the 88-108 MHz band, and comes with a mono earphone. So simple, it doesn't even have a volume control – but it's less than £10.

- If this weren't cloudy Britain you could even consider a solar-powered version, like the **CLOUD SOLAR** at £16.95. This one throws in AM radio too.

- You pay more for the name... The **SONY ICF 301** looks like

a credit card but sounds a whole lot better; AM/FM radio at £49.95.

- If you want something to stick on your head, try the **AIWA AM/FM STEREO HEADPHONE RADIO** instead of a pair of ear muffs. Warm ears, great sounds at £78.85.

- Going up-market, the £95 **SONY WMW800** is the world's only two-cassette walkman; imagine that! Dolby noise reduction and it records too.

- Further into the realms of "Wish I could afford that" is the **SONY WMF107 SOLAR WALKMAN**; looks like a scuba-diver's backpack, runs off light or batteries, includes Dolby, and it's waterproof in case you fancy using it in the bath. Oh, but it's £169.50.

- ★ Right into the realms of the unaffordable, real hipsters are now into portable CD; those marvellous silver disks with the perfect sounds can be carried around in the **TOSHIBA XRB9** from as little as – gulp – £200.

CHRIS JENKINS

TOY FAIR '87

The 1987 Toy Fair at Earls Court was full of the sort of things you would expect. Believe it or not, people are buying and selling for next Christmas already.

Well, **Atari** has launched a new games console, the 65XE, complete with light-gun and add-on keyboard. Remember the old Atari games consoles? Well no they're back for a whole new generation! Me, I'd prefer a rubber key Spectrum...

The air was rent with the sounds of combat as Rambo and the Karate Kid battled it out. Yes, you too can shoot gooks and pulverise concrete with your bare plastic hands. And everything comes with optional add-on (ie you have to buy them) guns and bombs and rocket launchers and knives (big shiny ones) and other implements of destruction.

There's a new game out from the people who brought you Trivial Pursuits, called **Ubi** – it's kind of TP only all the questions revolve around the idea of 'Where' – everything



starts with 'Ubi...' and then you have to say where something happened. The physical components look excellent, but I'm not too sure about the game itself. Still, slap 'From the people who brought you Trivial Pursuit...' on the box and they'll sell a million.

Also very noticeable were the **Destructobots** and **Randomodroids** – you know, the things that change shape and function depending on how you feel. Zoids and Mask and Rats and dozens of other little mechanical horrors battling it out for space on your local toyshop's shelves...

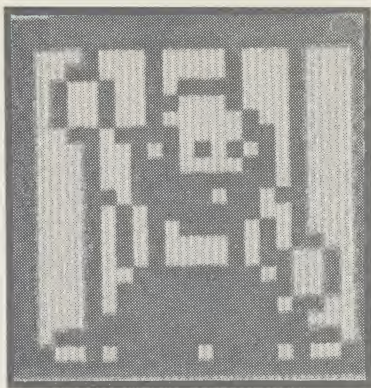
GARY ROOK

FANTASY/MOVIES

Masters of the Universe hits the big screen, with actors taking the part of the main characters, during the summer.

Dolph Lundgren, the Russian boxer in **Rocky IV** and Grace Jones ex-boyfriend plays the lead as He-Man and Prince Adam. As usual he has to deal with Hordac with his Hordes, Skeletor with his sadistic torture devices, and a host of cartoon/computer generated special effects.





BUTCH HARD GUY

ARCADE
★
REVIEW

Robots generally appear from the top of the screen and work their way down. As their movements are fairly predictable, it's possible to find yourself a temporarily safe location and wait for them to run toward you. A well-timed kick will send them pootling off in the other direction. Now you have to get out of the way before their innards collapse and the casing explodes. This, as you can imagine, is none-too

FACTS BOX

Satisfactory programming with some half-cocked humour to boot. Don't let the dreadful free badge put you off

BUTCH HARD GUY

Label: Advance

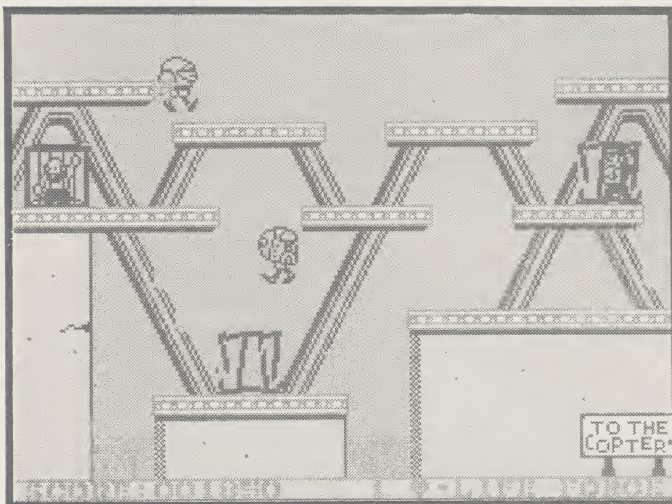
Author: Future Concepts

Price: £7.95

Memory: 48K/128K

Joysticks: various

Reviewer: *Jim Douglas*



Butch Hard Guy, we are told, is one tough cookie. He's a Vietnam Vet with a bad haircut. His trousers are torn and he's got a grazed knee. Butch is obviously terribly hard.

Advance, in all the excitement of constructing a parody of similar games seems to have become a little confused as to exactly who you are. During the blurb on the back of the box, it appears that you are some form of recruit and have to prove yourself to Butch. On the inside however, you *are* Butch.

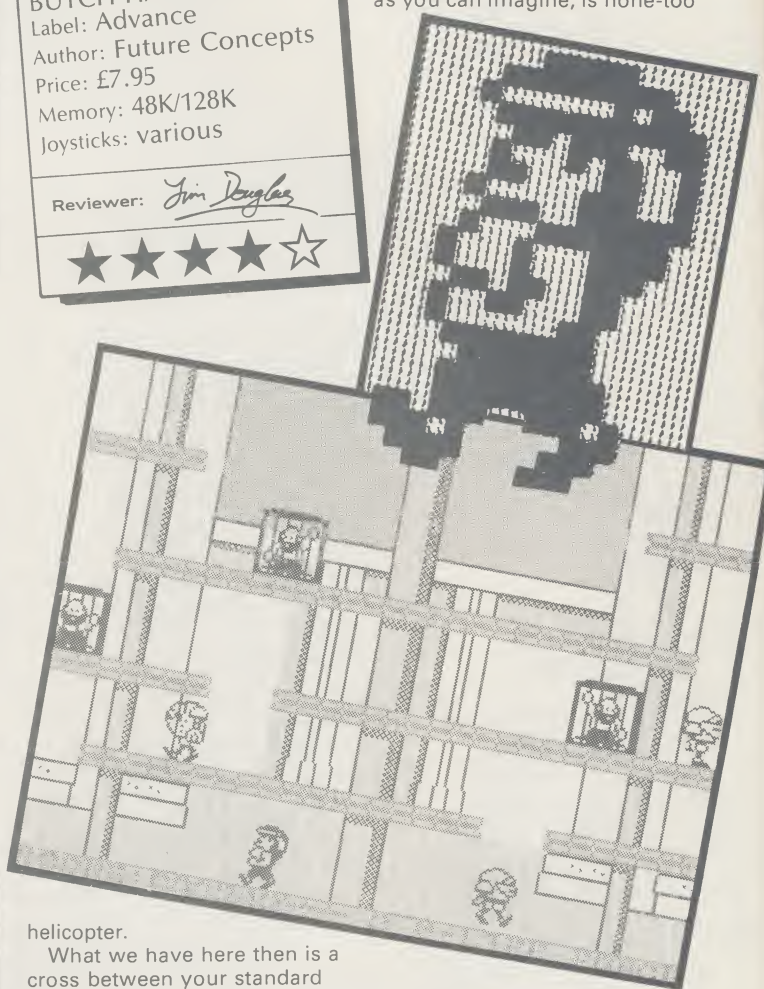
Anyway, whoever you are, your mission is to rescue your fellow war vets from the altogether unsavoury Dr Tie Fu. (Oh dear.)

The World, we are informed, has been taken over by Dr Fu who has built loads of robots and prison camps. The camps

are filled up with people in little cages and the robots guard them. Most of the action takes place in the South Pacific (cue useless music) where Fu's castle is situated.

The robots are coated in a very, very dangerous poison that will cause you to drop dead immediately on touching them. As with all androids constructed by insane villains, they can be destroyed by a well aimed kick etc, etc (though if kicking doesn't constitute touching, I don't know what does).

The prisoners can be seen in tiny cages looking suitably depressed. In order to free them, you must run to the cage and kick/punch it open. The prisoner will then run for all he's worth to the wrong side of the screen, bounce off the right hand side to a waiting



helicopter.

What we have here then is a cross between your standard platforms and levels game and a rather inadequate combat program.

Despite this, it's actually all rather enjoyable.

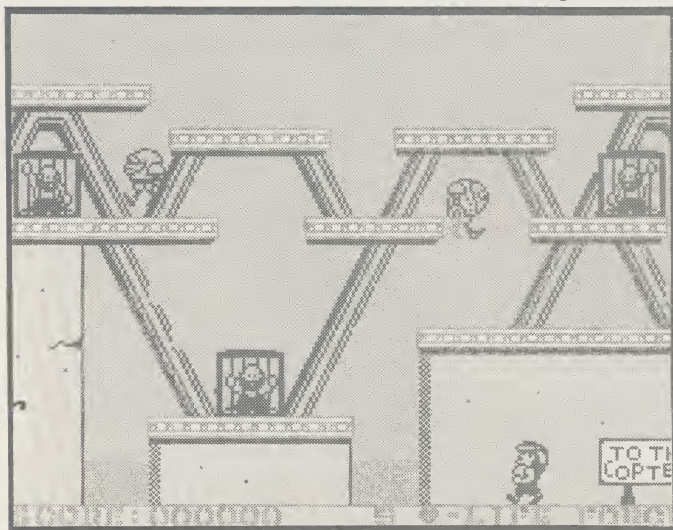
There are twenty screens, each increasing in danger as you near Fu's castle.

Being obviously far too tough to require anything as girly as a gun, Butch hares around the screen (with quite surprising agility for someone so ludicrously muscular) somersaulting and diving like there's no tomorrow and hitting anything in sight.

safe although it can be used to your advantage by ensuring another robot is right behind the injured one. With any luck it will be destroyed in the explosion.

The sound is appropriately dreadful and there is an air of quirkiness about the whole thing.

It's a nice piece of programming, though, and offers enough longevity (it's pretty tough in some places) to prevent it being an over-expensive joke.



EUROELECTRONICS

ZXL PRINT III CENTRONICS - RS232 PRINTER INTERFACE

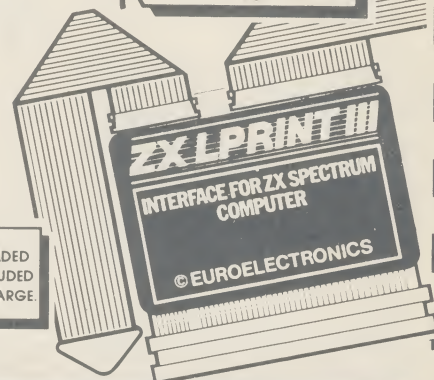
Enables your Spectrum 16k, 48k, Spectrum+ or 128k (in 48k mode) to print on almost any dot matrix or daisy wheel printer with RS232 or Centronics input. Just plug in ZXL Print III and LPRINT and LLIST commands will work. COPY works without any additional software on Epson, Star, Brother, Walters, Mannesman Tally, Taxan Kaga, Canon, Shinwa, Citizen, Epson compatibles and a full colour copy on Seikosha GP700. Optional extras are available for 4 Colour screen copies on CGP115, MCP40 & 80, SCP80, and shaded screen copies for Epson compatible printers.

ZXL Print III is also compatible with INTERFACE 1, VTX 5000 modem, OPUS Discovery and BETA interfaces.

- WORD PROCESSING • PLUG IN FOR LLIST, LPRINT & COPY
- PRINTS SPECTRUM GRAPHICS & UDG's • HIGH RESOLUTION SCREEN DUMPS • TWO COPY SIZES ON EPSON & COMPATIBLES
- PRINTS PRESTEL FRAMES WITH SUITABLE MODEM
- COMPATIBLE WITH MICRODRIVES & INTERFACE 1

COLOUR AND SHADED COPIES NOW INCLUDED WITH NO EXTRA CHARGE.

Interface **£29.95**
Cable **£8.85**
(inc. VAT)



SPECTRUM 48K BUSINESS SOFTWARE

BUSINESS PACK.

£14.95p

This suite of programs includes Sales Day Book, Purchase Day Book and Business Bank Account. These programs are being used by over 1000 companies to produce VAT and annual accounts: the Purchase and Bank Account programs allow for analyses under 17 subheadings. The Sales programs produce statements of outstanding invoices. Both Sales and Purchase programs calculate VAT.

INVOICING.

£15.00p

This program will print out invoices, calculates discounts and VAT. The program will calculate totals from unit prices. Up to 50 accounts with 250 outstanding invoices.

SALES/PURCHASE LEDGER INVOICING **£25.00p**

This program is for use on microdrive or Opus Disc only. The program will print an invoice using a built-in price list and post the invoice to your customer's account. Will also print price list, statements, labels, etc.

WORDPROCESSING

TASWORD THREE by Tasman

£16.90p

This new version of Tasword is supplied on microdrive with the following features: 128 column print out, tabs, page footers, buffered typing, page headers, full insert mode, built mail merge.

TASPRINT by Tasman Software

£9.90p

Use this program with Tasword Three to produce 5 different fonts on a dot matrix printer.

SPREAD SHEET

OMNICALC 2 by Microsphere

£14.95p

This is the long-awaited micro-drive version of omnicalc complete with histograms and many other features.

STOCK CONTROL

STOCK CONTROL.

£10.95p

Handles 900 lines, including details of supplier. Program has full search facilities enabling you to search and update all lines from one supplier.

DATABASES

MASTERFILE by Campbell Systems

£14.95p

This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

SUPERFILE.

£14.95p

This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

V-NOTCH.

£12.95p

Index and Catalogue System, for collections of photographs, recipes, books, knitting patterns, stamps, etc. Up to 3500 items per file full search facilities.

BUSINESS GRAPHICS

HISTO-GRAPH.

£10.95p

This program will enable you to present figures in histograms or pie charts. Displays 3 years as a direct comparison or 5 years to show a trend. A unique feature of this program is that all the figures can be printed with the histogram.

UTILITIES

DLAN by Campbell Systems

£7.95p

Use your Spectrum to sell your products. Dlan will display messages in up to 11 different typefaces. Will scroll text in any direction.

TASWIDE by Tasman Software

£5.50p

You can use this program within your other programs to display 64 columns on screen.

MF-PRINT by Campbell Systems

£6.95p

Enables you to set a print format for your full-size printer within masterfile. Supplied complete with masterfile for **£19.95**.

TASMERGE by Tasman Software

£10.95p

Allows you to transfer data from Masterfile into Tasword enabling you to use Tasword for mail merge. The program allows you to specify line and column of each field. For use on micro-drive only.

TRANSEXRESS by Romantic Robot

£9.95p

Micro-drive utility program which will enable you to back-up all your micro-drive cartridges.

TASCOPY by Tasman Software

£9.90p

This program allows you to produce 3 sizes of screen copy using Interface 1.

SUPADRIVE

£9.95

This program supplied on microdrive allows you to format a cartridge on the spectrum with 100-105K, retrieve corrupted files or print a full catalogue showing addresses and start lines.

ACCESSORIES

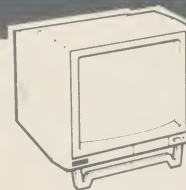
Microdrive storage boxes	£4.95p
RS 232 lead	£11.50p
Monochrome monitor connector	£11.50p
RGB monitor connector	£45.00p
Centronics interface	£44.90p
3 1/2" floppy discs	£4.81p
Continuous Paper 2000 sheets	£12.98p
Continuous labels 1000	£6.65p

Add **£1.30p** post for label, **£3.75p** post for paper

MICRODRIVE CARTRIDGES

Blank microdrive cartridges	£1.99p
Microdrive storage box with 10 cartridges	£22.45p
Microdrive storage box with 20 cartridges	£39.95p

MONITORS



Philips 7502

Philips 7502 monochrome	£75.00p	£86.25p
Philips 8533 RGB + C V	£250.00p	£287.50p
Spectrum monitor lead	£10.00p	£11.50p
Spectrum RGB interface	£39.13p	£45.00p

PRINTERS

Dot Matrix

Seikosha SP180A Centronic	£179.00p	£205.85p
Brother M1109	£185.00p	£212.75p
Epson LX86	£215.00p	£247.25p
Taxan Kaga	£250.00p	£287.50p
Epson FX85	£368.00p	£423.20p

DAISY WHEEL

Silver Reed EXP 400	£215.00p	£247.25p
Brother HRI5XL	£430.43p	£495.00p

Delivery of monitors & printers **£5.75p**

OPUS DISCOVERY SOFTWARE

TRANSDATA

£14.95

OPUS DISCOVERY DISC UTILITY PROGRAM

Business Pack	£17.95p
Sales Purchase Ledger Invoicing	£25.00p
Tasword Three	£19.50p
Stock Control	£13.95p
Omnicalc 2	£21.90p
Masterfile + MFprint	£22.95p
Superfile	£14.95p
V-Notch	£12.95p
Histo-graph	£14.95p
Dlan	£10.95p
Transexpress	£14.95p
Tascopy	£12.90p
All programs supplied on 3 1/2" discs	

DISCS

10 x 3 1/2" blank discs	£27.00p
Box to hold 12 discs	£5.50p



TRANSFORM LTD (DEPT.SU4) 01-658 6350
Mail order only. 24 West Oak, Beckenham, Kent. BR3 2EZ

VISA

A bumper bundle of correspondence dropped through my letterbox this month to make up for last month's meagre offering. The variation in volume and content of the *Helpline*

Origin of the Poke explained

I have come to the conclusion that there must be a method of calculating a Poke to gain infinite lives or whatever in programs. If I am correct can you tell me the method? If there is no method how do people do it? Writes John Thrower.

Good question John. I couldn't think of a general method of obtaining an infinite lives *Poke* myself so I had a word with a young hacker of my acquaintance. He reckoned that breaking the protection was often the most difficult step and I suppose I shouldn't be surprised at that because the protection is there to stop people dabbling.

Once you've done that then the next step is to disassemble the code looking for the calls to the Spectrum *Rst* which prints characters on the screen. When you've done that then a bit of detective work on the code leading up to the *Rst* should tell you whereabouts on the screen that printing is to take place. If it is as the location used to register your current lives then you know you've got to back track a bit more to locate the bit of code which decrements the 'lives remaining' counter.

Another technique is to study the disassembled code, looking for the game's equivalent of the Spectrum system variables. Depending on how the game is written these may or may not exist as a readily identifiable block, and the 'lives remaining' counter may or may not be somewhere away tucked inside. I am assured that hunting for *Pokes* is interesting detective work. My young hacker friend assures me that sometimes it is more fun than playing the game itself.

However, I confess to knowing next to nothing about chasing infinite lives *Pokes* because it's not the sort of thing I get to do every day. So let's hear about it from a few *Poking* Sinclair users. How do you do it? How long does it take? What is the best *Poke* you've ever discovered? A free game or two if you can come up with an interesting story on the subject, plus your name featured on this column. Go to it!

You'll flip over these flicker-free graphics

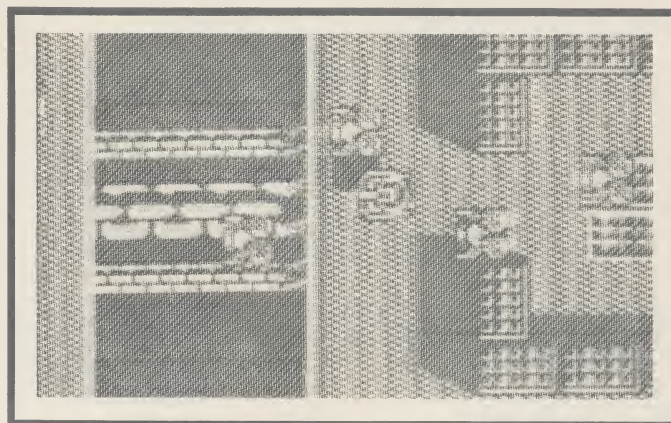
postbag continues to surprise me. Occasionally the number of letters falls and I begin to wonder if this heralds the beginning of the end for Sinclair computers or, more prosaically, the gently but determined phone call from the editor telling me that the *Helpline* must go. But each time your letters surge in again showing that the infuriating but fascinating group of Sinclair home computers continue to excite the interest of the outside world.

Derrick Dixon of Tyne and Wear, a regular reader apparently, asks **How is smooth character movement achieved without wastage of memory or loss of speed? Do you prefer the "dumping" method whereby 6K of memory is set aside upon which the desired characters are shifted about before the whole lot is sent to the display file via an LDIR? Or do you prefer to operate on the display file directly? Can you tell us some trade secrets?**

Starting with the last question first, Derrick, the trade secret is that there is *no* trade secret. There is nothing in all those clever commercial games which have the Spectrum performing all kinds of whizzo gymnastics which you or I or anyone else with enough time, patience, and talent couldn't do with our own machines. The point is obvious but it is worth stating baldly. When you buy a game you are only buying the instructions which put the machine through its paces. There is no fundamental reason why you shouldn't write those instructions yourself.

Getting on to Derrick's main question the decision to use a so-called "back screen" in which the picture is built-up before it is dumped to the real display file in preference to writing on the main screen alone is one that is usually made fairly early on in the design of a machine code game. There are advantages and disadvantages to both approaches and, as the subject is interesting without being unduly complicated, it is worth explaining in detail.

Most readers will know that the Spectrum screen display is constructed from the information held in memory in the address range 16384 to 22527 inclusive. This area is referred to as the display file. The COLOUR and BRIGHT and FLASH information is held in the attributes area which



spans the address range 22528 to 23295. If you want to explore and have some fun try the following command *Poke* address, number where "address" is a whole number lying between 16384 and 22395 inclusive and "number" is a whole number lying between 0 and 255 inclusive. For even more fun put the command in a Basic loop, add a bit of *Randomness* to the value of "number" and sit back and watch the multicolour screen effects.

How does the information in memory get transferred to the TV screen? We don't need to know in detail, but broadly the system is as follows. Fifty times per second the Spectrum hardware scans through the display file and attributes area in parallel and constructs an electronic signal from the contents. This electronic signal is fed by some complex jiggery-pokery to the electron gun which sits at the back end of the TV tube. The electron gun then "writes" the signal on the face of the tube causing the relevant colours to appear at the relevant places on the face of the tube and thereby constructing the picture that we see.

The electronic writing starts at the top left hand corner (when viewing the screen from the front), goes across horizontally to the far right, flies back to the left and drops down slightly, goes across horizontally to the far right again and so on all the way down the face of the screen. When the writing reaches the bottom right hand corner the screen picture is complete and the hardware prepares to do the job again a fiftieth of a second later. All this goes on more or less independently (I'm simplifying the story a bit for the sake of clarity) of the Z80 microprocessor.

Thus any particular area of the screen gets written on by the electronic beam fifty times per second and the effect of the writing process is to get that area of the screen to light up in the required colour. As soon as the beam passes on as it sweeps down the screen, the area it has just left starts to fade and by the time the beam gets back again, a fiftieth of a second later, for its next sweep the picture has faded to about half of its peak intensity. Thus the screen picture is

Are we sure this is all stricly legal?

Mike Waterfall of MAW Electronics in Redruth asks **What is the position in law now that Sinclair no longer produce Spectrums and the Rom in the 48K and the 128K series now carry the Amstrad copyright thereby changing the original Rom contents? Is it an infringement of copyright to duplicate the original Rom with a few minor changes e.g. the NMI bug sorted out and some extra material in the "empty" space starting at 386E (Hex)?**

An interesting point, Mike, I thought as I read your letter. Wouldn't it be nice if we could put that NMI error right since the manufacturers do not seem inclined to do anything about it? It sounds too good to be true. So I checked, more in hope than expectation and, of course, it is too good to be true!

We must assume that Sinclair assigned the copyright in the Rom to Amstrad as part of the package

HEWSON HELPLINE

continuously brightening and darkening as the sweep of the beam downwards causing a burst of brightness is followed by the fading of the area just swept over.

Why, you may ask, do we not see the variation in brightness of the screen picture? Why are we not driven mad by its continuous brightening and darkening?

Why indeed? Some would argue that we are indeed driven mad by it but I would retort that if fewer people watched Terry Wogan on their TVs and spent the time playing with their Spectrums instead then less madness would

occur. Such a debate, however, is not central to the ideas we are currently exploring.

The truth is that the human eye cannot respond to the rate of variation in intensity and what we see is a sort of average brightness with the peaks and troughs smoothed out. To prove this to yourself try photographing a TV screen using a camera with a variable shutter speed. You will have to experiment with various apertures to get the right exposure and it is best to take the photographs in a darkened room.

You will find that if you use a long exposure – say a thirtieth of a second or more – the brightening and darkening will be averaged out and the photograph of the TV picture will look perfectly ordinary. If however you use a short exposure – say about five hundredths of a second – you will catch the beam as it sweeps down the screen and freeze the action. If for example the beam is half way down the screen at the instant the photograph is taken then the upper half will be bright, particularly towards the bottom of the upper half in the area which the beam has just passed over. The lower part of the screen will be distinctly duller, particularly in the area which the beam is getting to next, because it will not have been written on for nearly a fiftieth of a second.

Of course the fifty times a second "frame rate" was not chosen by chance by the engineers who defined our national TV system. They chose it because they knew that the flicker which is inherent in the system occurs too quickly for the human eye to follow. If you drop the frame rate to twenty five times a second then the flicker is quite noticeable. And this is where our fun and games begins.

Getting back to the game that we are designing and the decision as to whether or not to use a "back screen". There are two disadvantages in using one. The first is that a full size duplicate screen gobbles up a hefty 6.75K of memory which is a large chunk out of the 41.25K available. Even if a reduced screen is used a nasty dollop of say 4K can disappear in this way.

The second disadvantage is that once the next screen image is ready your program has to waste time copying the contents of your 4 to 6.75K back screen to the display file and attributes area, depending on the number of bytes to be transferred and the efficiency of your code this can take 10 or so milliseconds ie about one hundredth of a second or about half the entire amount of time taken by the hardware to write the picture on the TV display. Nasty, nasty, nasty!

The advantage of a back screen

is that nobody watching the program can see what you are up to so that you don't have to worry about a "half finished" picture getting transmitted to the TV screen. Thus your software problems are reduced and it can be that the time you waste copying the back screen when it is finished is more than saved by the simplicity and therefore speed of your other code.

One item to be aware of when either copying your back screen or writing directly in the display file is the importance of timing your operations so that you are not caught half way through the job. You can imagine the electron beam sweeping through the display file in much the same way that it sweeps down the screen. If the beam catches up with you then you risk creating a "scissoring" effect on the TV display. If for example you have a cartoon character walking across the TV screen and the electron beam catches up with you then the top half of the character will get displaced to the left or right (depending on the direction of movement) relative to the bottom half.

It is rather like crossing a busy road where the cars pass at perfectly regular intervals. If you step out into the road when you feel like it without regard to the passing traffic you risk getting knocked down. However if you time your crossing so that you set off immediately after a car has passed you will always get across safely providing you walk quickly enough. Incidentally you would be surprised how many commercial games get "knocked down" in this fashion. See if you can spot them.

You may be interested to know that the Spectrum version of **Uridium** does not use a back screen for reasons both of speed and space. Everything is written directly on to the screen at a software cycle rate of seventeen times per second, ie one third of the rate of the electron beam. We chose to do this because the combination of scrolling a huge background area with sprites moving separately over the top of the main image would yield a paltry up-date rate of about five to eight times a second if a back screen was used.

The trick which the conversion author, Dominic Robinson, discovered was to structure the data which describes the features of the background ships in such a way that the data can be written using short and therefore fast code on to the Spectrum screen display file. In other words he tailored his data base to match the peculiarities of the layout of the display file. I'm not giving away any trade secrets if I tell you that he chewed long and hard on a large number of pencils before he



worked out the best way to do the job.

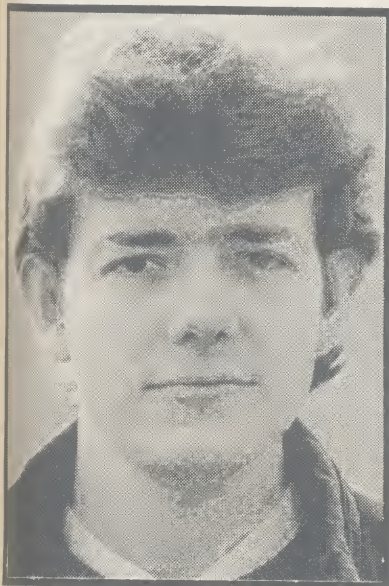
Finally, be wary of using the (DIB instruction, as suggested by Derrick Dixon) in his question, if speed rather than compactness of code is important to you. If you move the entire display, all 6.75K of it, using this instruction then it is in effect executed 6.75K times and each time the microprocessor stops to work out whether this is the last time it needs to do it. It is a bit like a man who when shoveling sand off a lorry stops and looks up after each shovel full to see if he has finished yet. It is better by far to set a counter in the B register, follow it by lots of LDI instructions and then finish up with a DJNZ so that the test only occurs once every 8, 16, 32 or even 256 times depending on the value of the counter selected. Remember tests take time.

Derrick also wins himself a free copy of **Uridium** for this month's most interesting letter.■

Employment campaign

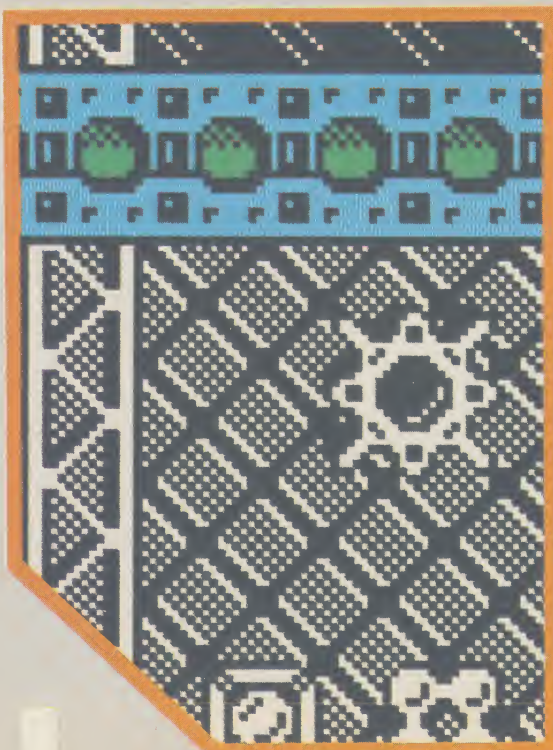
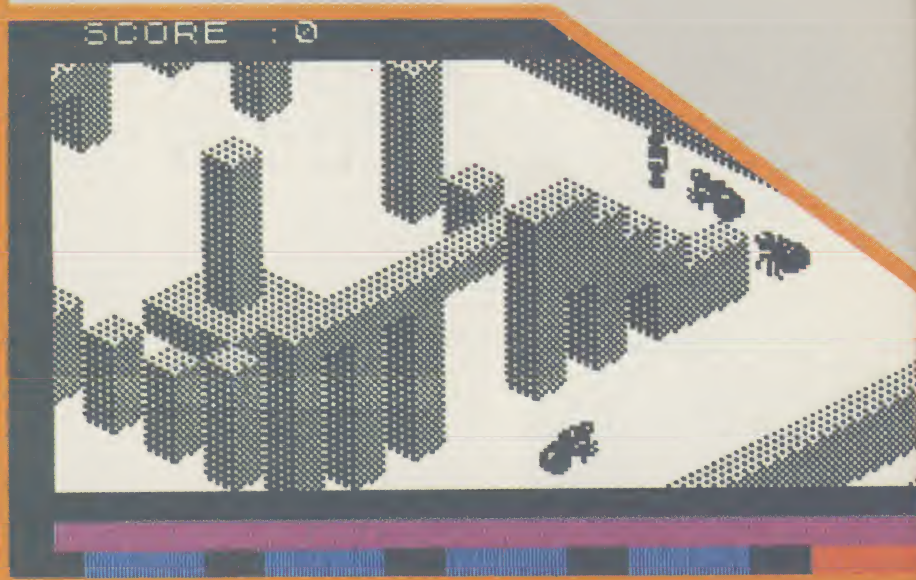
Are there any spare jobs at Sinclair User? asks Duncan Macdonald of Dundee.

The truth is I don't know Duncan. I work out in the green fields of Oxfordshire not in the smokey gloom of Central London with the rest of the *Sinclair User* team. Mind you I would be wary of working with that lot if I were you Duncan. The editor has big teeth and pointy ears and he mutters dark Satanic runes as he hammers feverishly on his typewriter. Altogether most disturbing.



deal although we cannot be absolutely certain without sight of the relevant agreement. Not that it matters much because the changes you are suggesting are far too small to count as an original or independent piece of work and that aparently is the criterion. So if you copy the Rom even after making some changes, Amstrad are fully entitled to come down on you like a ton of bricks. And I have to say that since I make my living by creating and selling original, copyright material I am all for individuals and organisations protecting their copyrights if the need arises. So there!

In a postscript to my remarks last month concerning the registration of programs for the purposes of copyright protection the Institution of Analysts and Programmers have written to me with more details of their service. It would appear that for a one-off fee of £12.50 together with an annual storage charge of £5.00 plus 30p per page of hard copy, the Institution will maintain a program on its Copyright Register. They also supply some handy advice on copyright practice in general.



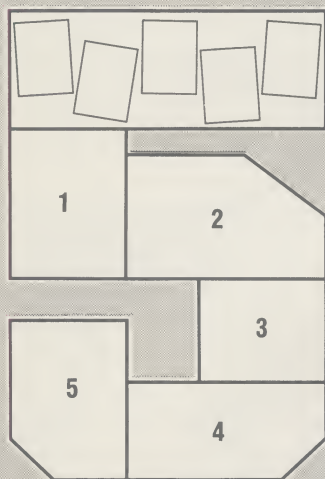
FIVE YEARS AT SINCLAIR USER!

Five years and **SU** is still here and going strong. We felt we had to do something to celebrate our longevity.

We thought about just doing a history of the magazine with a look at the various changes we've made to the mag. There was a problem with that idea though. It's very boring.

We thought of doing an intellectual analysis of the sociological significance of the magazine in relation to the industry as a whole. That was even more boring.

What isn't boring? Computer games. The one thing constant in an industry subject to myriad changes and constant technical developments: the simple joy of blowing away zillions of helpless alien beings. Thus we present A History of Software, related via the pages of **SU** as told by games through the ages!



1 **Time-Gate.** The dots are interstellar space, the two little lines are your lasers. Lasers have got better since then

2 Wonderfully surreal. 3D Ant Attack was a nightmarish Escher fantasy - naff score screen though

3 **Manic Miner.** Could it ever have known what it'd be responsible for? Can we ever forgive it?

4 **Way of the Exploding Fist** featured smoothish animation of large figures. It also had a particularly tasteful kind of extreme violence.

5 **Shadow Skimmer** wins all the current awards for technical "Oh my God how did they do that"-ness. Large sprites, detailed backgrounds, smooth action. Compare it with **Time-Gate** ... and be amazed.

April 1982: Issue 1

SU begins - self-styled the 'independent magazine for the independent user'. The contents announces "Software Scene: Hopefully all new software which comes on to the market will come under our scrutiny and will form the basis of a series of snappy reviews". On page 7 we find the following snappiness "This game is in full 3D and presents you with an ever-changing view of a corridor along which you must travel to get out of the maze. . ." Hot stuff. The game is 3D Labyrinth. It cost £5.95 and ran in 14K on the ZX81. There was no picture (except a sketch of a maze) and the only colour in the magazine was a picture of Andrew Hewson. Oh well - the only way to go was forward. And of course we did.

October 1982: Issue 7

In between these issues the Spectrum was launched but the software reviews had lost none of their snappiness. We still didn't manage to get any pictures either. Issue 7 is marked by a review of Meteor Storm: 'the meteors are rushing thick and fast in the new Quicksilver version of Meteor Storm for the 16K Spectrum' Snap-eeee. Now Meteor Storm was a pretty reasonable hi-res (if two-colour) blast 'em up, and showed off, quite reasonably, what the Spectrum could do in 16K.

March 1983: Issue No 12

By this time some moderately hot titles had been launched. Quicksilver had - by then the No 1 software house - had SF style advertising and was selling games like Time-Gate "the unbelievable space/time adventure". It was pretty good really. Sort of 3Dish with space represented as swirling dots (not that bad actually). It had photon missiles and lasers and quite a lot to kill. Did **SU** manage a picture? Em, not as such.

October 1983: Issue No 19

This one had a Morris Dancer on the front (last month's *Gremlin* pic actually). The Microdrive had been launched and there was a two-page colour feature on the Entwistle family. It ends "... together Entwistle and his son are learning more and more as they explore the seemingly limitless potential of the ZX81". Pics of games? Nah.

December 1983: Issue No 21

Stop Press. . . a picture of a game in **SU**. There is an interview with Sandy White, author of the very clever and very creepy 3D Ant Attack and in the picture you can almost see a bit of the game. There is also a review of Manic Miner: 'Manic Miner should keep anyone, child or adult, enthralled through the long winter evenings'. Imagine that.

April 1984: Issue No 25

Gasp, in *Software Scene* there are two colour screen pictures, one of The Snowman (an early licensing deal from Quicksilver) and another from Phipps Associates called Loony Zoo. Neither are particularly exciting and both were a bit blue looking.

August 1984: Issue No 29

Yee Ha! *Software Scene* turns completely into colour - pictures abound. Featured games include Sabre Wulf - Ultimate is looking good - in some ways graphics haven't improved all that much. John Gilbert thinks Ultimate's new price band of £9.95 is too much. Pretty soon everything costs this much.

February 1985: Issue No 35

Ultimate really does change the software world as Knight Lore is released to an unsuspecting populace. People fall over backwards. *Gremlin* appears and *User of the Month* seems to have disappeared forever. The magazine is showing the first signs of changing. But into what? In fact the entire industry is changing, games are slowly creeping up in importance.

December 1985: Issue 45

SU now has a software chart. This month Daley Thompson's Supertest is No 1 and Mastertronic has six hits charted. Things seem to be getting less serious, and there's a *Spitting Image* puppet of Sir Clive on the front cover. More and more pages of software reviews, less and less pages of hardware. even the Hit Squad is going wacky with an interview with dear 'ole Fergus of Delta 4.

March 1986: Issue 48

SU is becoming almost funky. Lots of software coverage, much of it in colour. Some software looks fabulous, some looks just like it always did. For example Ultimate's Gunright looks no better than any of its previous games, perhaps worse. Zoids looks pretty clever, Rambo looks pretty naff. There is even a feature on how to play Tau Ceti. The days of the Entwistle family and their ZX81 with limitless potential are gone forever.

November 1986: Issue No 56

A new Logo. General wonderfulness all round, he said impartially. Gamewise Uridum gets a *Classic* and definitely does look better than the games of two years earlier. Firelord gets one but graphically isn't so very different to Sabrewulf, even the little man looks similar. Gauntlet looks new and different but isn't out yet. Dandy and Druid are and they look like Gauntlet so that's all right.

March 1987: Issue No 59

Colour, a free maps booklet and the first of a series of pull-out colour posters. The games? Well Nemesis gets a *Classic* and represents state of the art in the world of left to right scrolling kill everything. What's changed in five years? State of the art games have big smooth graphics, they didn't used to. Budget games now look like the full price games of a year ago - at least the best ones do. Sometimes people still release games which would have been called 'poor' in the snappy reviewers of **SU** version one. Macsen, for Eastenders, take a bow. . .

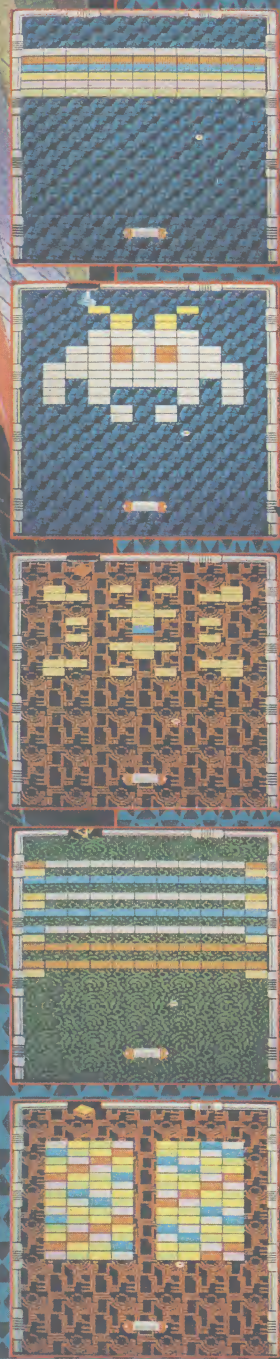
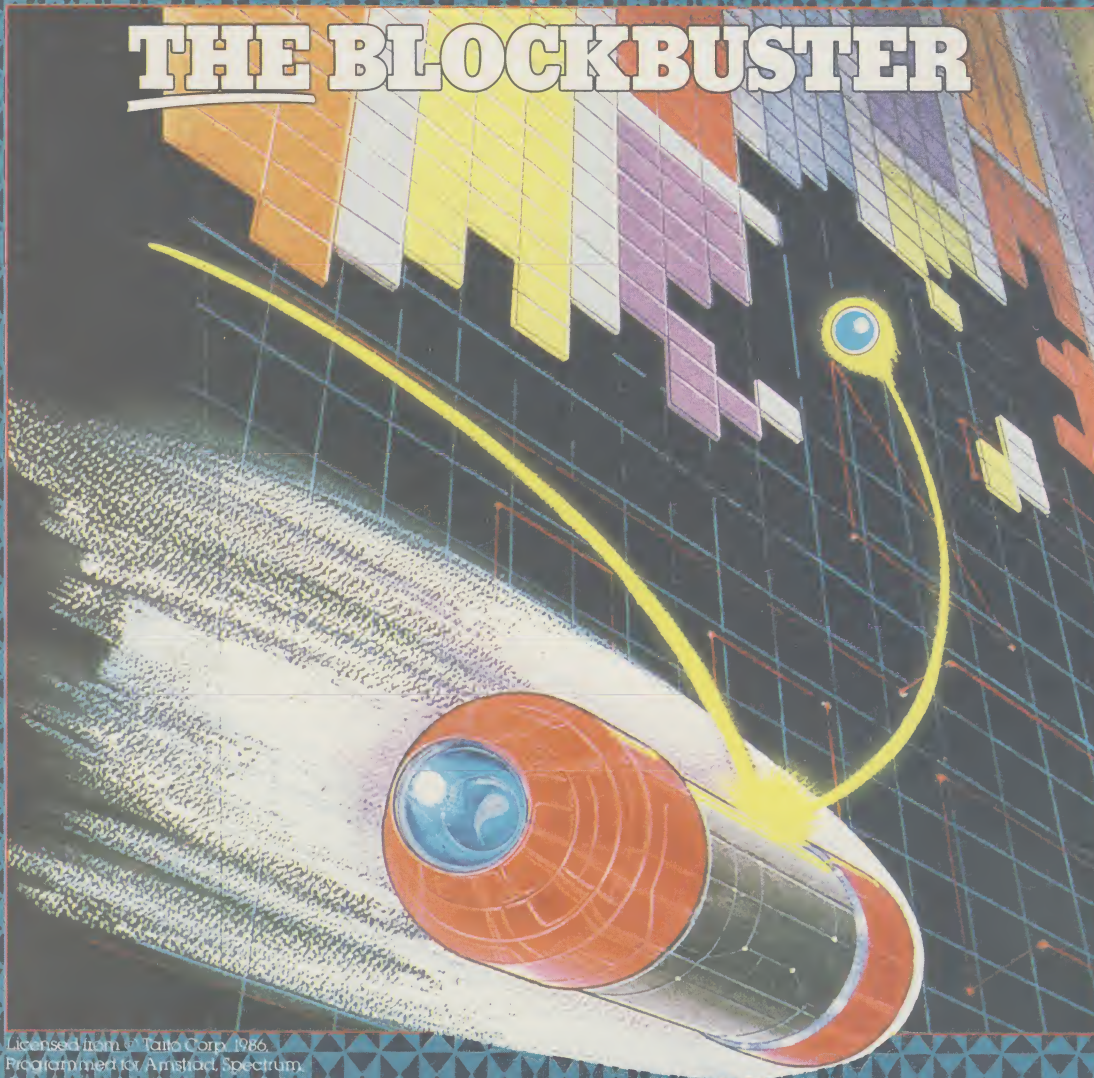
sinclair user
BRITAIN'S BEST SELLING SINCLAIR MAGAZINE

SINCLAIR USER

Screen after screen of
the most addictive
action and the most
compulsive game-play.

ARKANOID

THE BLOCKBUSTER



Licensed from © Taito Corp. 1986.
Programmed for Amstrad, Spectrum,
Commodore, Atari by Imagine Software



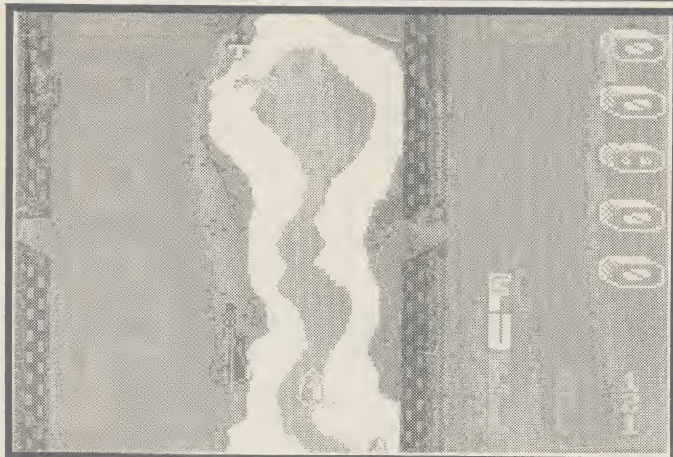
Taito's current Arcade Hit
now available for:
SPECTRUM £7.95
COMMODORE & AMSTRAD £8.95
ATARI ST & 800 £14.95.

Ask for ARKANOID
"The **REAL** thing"
at your local computer stockist.

Screen shots taken
from Arcade version.

Imagine Software (1984) Limited
6 Central Street • Manchester M2 5NS Tel: 061 834 3939 • Telex: 669977

TRAP



Have you noticed how games have been getting smaller recently? Whole chunks of screen disappear to be filled with scrolls or very very large score tables. The actual playing area, meanwhile, is up in the top left-hand corner. Probably some technical explanation...

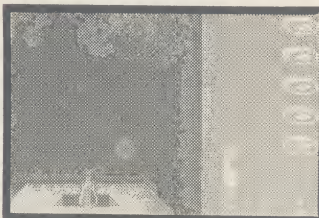
I bring up the subject in the case of **Trap** because it too has a diminished screen and enormous scores. It reminds me in a general way of **Terra**

Cresta and its ilk – not a rip-off but the same kind of up down scrolling, blast that, bomb this, avoid that, opus.

Level 1 is barely a level, as such, at all. You hurtle through space avoiding space mines before arriving at the planet proper. It's not too difficult and just gives you a chance to get going and gain the misleading impression that you're going to be good at the game.

Level 2 is the crux of the affair. A **Terra Cresta**-like battle

across a scrolling landscape chock full of missile launching alien crafts, defensive barrier things that zip back and forth, round things that kill you, cell-like things that kill you and so on. There are boats in rivers to be bombed lasers to be destroyed and smart bombs called Zammo(s). To complete the level you need to reach certain scores on aliens blasted,



boats bombed and lasers obliterated.

Then you go on to Level 3 which is where you walk about the planet surface collecting Orbs and dodging holes. Why? Read on.

One of the more twiddly aspects of the game is the way, using Orbs you have collected, you can, (at the beginning of each round) buy yourself a new spaceship.

The graphics are fair – standard design aliens but OK. Though the landscape scroll is a little jerky it does contain a fair amount of detail. Personally, I found the whole thing a bit garish.

ARCADE



REVIEW

FACTS BOX

Fairly good space dodge and kill game. It has all the extra trimmings but maybe doesn't add up to anything really stunning

TRAP

Label: Alligata

Author: Richard Stevensen and David Wright

Price: £7.95

Memory: 48K/128K

Joystick: Kempston

Reviewer: *Gary Cook*



One definite negative point in an undecided sort of review – the additional sound on the 128K version of the game is very odd indeed, like a chorus of deranged Mugwies ■

FACTS BOX

Long awaited and marginally disappointing. Complicated plot attempts to disguise a simple 3D game

SKY RUNNER

Label: Cascade

Price: £7.95

Memory: 48K/128K

Joystick: various

Reviewer: *Roy Reed*



Cascade's **ACE** was a No 1 title. Now here's the follow-up – **Sky Runner** – again written by Ian Martin.

If ever there was an over-complicated plot for a computer game, **Sky Runner** has it. When you cut through all the waffle that monopolises the back of the cassette box and spills over into the instruction sheet, we find that this a game about drugs.

You are a freelance **Sky Runner** a space pilot with an interest in the moral fibre of the universe as well as his bank balance. You are hired by upstanding governments to

SKY RUNNER

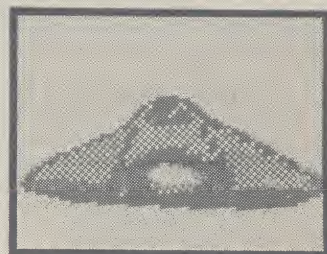
stop the trafficking of a mind-control drug, Sky.

This involves flying around on the planet in a rather dreadful skimmer-craft, flying over trees and shooting at poles in the ground. These towers are really defence installations that are set up by the highly-organised drug runners to protect the illicit harvesting operation in process somewhere else in the sector.

It's all done in a kind of 3D that is very similar to **3D Death Chase** from Micromega which was around years and years ago and was thought to be extremely clever at the time. The screen goes left and right quite smoothly and your

skimmer can accelerate and decelerate causing the engine to light up an authentic glowy manner.

As you bank left and right, the landscape acts in a suitable fashion and pretty soon you will have blown away the top of all the towers. Once this has been done, you will have to take on the bad guys on the ground; the runners themselves. For this part of the mission you will have to climb abroad a kind of jet-bike thing in which you can zoom around in-between trees and so on, blowing away criminals all the way. After this section the large harvesting machine must be destroyed before going on to the next

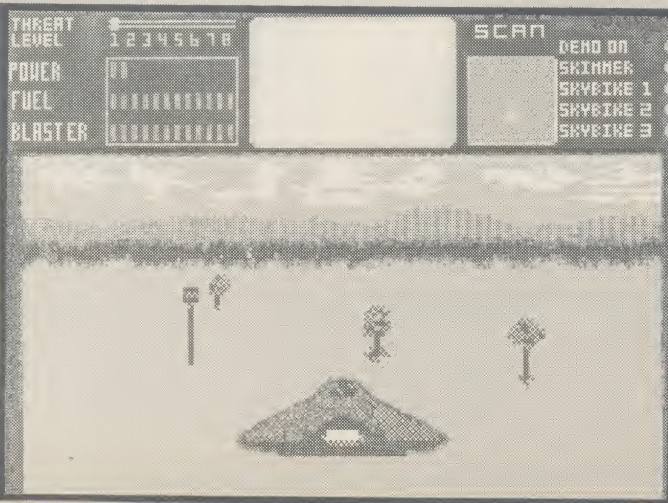


level.

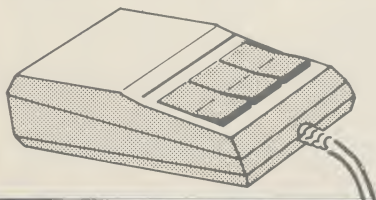
At the start of the game you can select the Threat level which affects quite how many aliens there are and how crazy they are. This is obviously handy for beginners as it allows a kind of practice mode to be explored while dealing with weedy aliens.

The main problem with **Sky Runner** is that although it's pleasant enough to play, you don't really feel that much is resting on your success. There's no feeling of urgency as you play. Even if you attempt to go really fast, all that happens is you end up crashing into a tree. OK so that's pretty bad...

Sky Runner is pretty offensive and quite a pleasant play. It doesn't hold any mysteries or genuine excitement, though, apart from the truly abysmal colour coded anti-piracy device that you have to use before getting into the game ■



Genius Mouse



ONLY **£39.99** POST FREE

Now a quality mouse system for your Spectrum/Plus/128 + 2 at a realistic price!!

Previously a mouse system for your Spectrum would have cost much more. Now Datel can offer you a top quality, 3 button optical mouse complete with interface for an unbeatable price. Ready to use, just plug in and go.

- Compatible with leading graphic packages including Artist II™ and OCP Artstudio™
- Easily incorporated in your own programs - full instructions
- Optical system for speed and reliability - 3 buttons for maximum compatibility

SPECIAL OFFER

Datel + THE Mouse ARTIST II

"Best Spectrum Artist Program bar none" - SINCLAIR USER NOV '86

COMPLETE PACKAGE £49.99



Now you can backup all your Spectrum Games to Microdrive or Tape.

- Simply press a button to "freeze" the program.
- Save to microdrive or tape.
- Special program compacting techniques.
- Code Inspector allows you to freeze the action, add pokes and restart the game again. Also peek facility.
- All backups will restart from the point they were saved.

IMPROVED MODEL! ONLY £24.99 POST FREE

QuickShot II

Including interface - plugs straight into Spectrum/Plus ONLY **£13.99** POST FREE

- Top + trigger fire button
- Auto fire mode
- Kempston compatible
- Stabilizing suction cups
- Spectrum or Plus
- Unbeatable offer



SEND FOR INSTANT DESPATCH

PRICE BREAKTHROUGH SWITCHABLE JOYSTICK INTERFACE

ONLY **£8.99** POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON' - 'CURSOR' - 'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK - INCLUDING RAPID FIRE MODELS • SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only **£14.99** SEND NOW



HOW ABOUT WITH SOUND

Games Ace features:

- Kempston compatible
- Joystick interface at right angles
- any 9 pin joystick including rapid fire models PLUS delivers the sound from your games through TV speaker (fully compatible)

ONLY **£10.99** or complete with Quickshot II ONLY **£17.99** POST FREE

Centronics Printer Interface

ONLY **£24.99** POST FREE

AVAILABLE NOW!! UNBEATABLE OFFERS



- Suitable for any Centronics Printer
- Complete with Printer Cable
- Microdrive Compatible
- Tasword Compatible
- Hi-Res Screen Dump (Epson)
- Easy to use

Digital Sound Sampling Technology. NOW Available on your Spectrum



New Fully Integrated Software Supplied - Previous purchasers can upgrade for £5.00

Complete unit and Software Package **£34.99** POST FREE

* Digital Sound Sampling has only previously been available for large micros and costing at least 10 times the amount * The Sound Sampler allows you to "record" Digitally any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped, etc. * Supplied complete with software package to facilitate the above operations plus on screen Voice Prints. * Frequency Plotting * With on screen keyboard * Drum kit a whole system symphony could be produced from a single Sample Sound * This is a professional unit featuring 8 Bit D to ADC converters as used in Digital equipment now sweeping the music world * Although the unit is not a toy, giving truly astounding results for the musically inclined we have incorporated a games interface to allow you to use Sound Sampling in your own games etc. so the Sound Sampler would be of interest to everyone.

Now you can create Superb Graphics easily with the New Lightwriter



NOW ONLY **£14.99** POST FREE

Lightpen comes complete with Interface & Software

- Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours * Save your results into memory (48K) and use in animation or save onto tape to use in your own games.
- All functions selected from screen menu with the lightpen.
- Unbeatable value
- Nothing more to buy.

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY



ROBOTICS & MODEL CONTROL

Made easy on your Spectrum

- 4 independently controllable outputs for robotics, motors, lights etc
- 8 independent inputs for sensing etc
- This is the unit that the "Lego" publication "Make and Program your own Robots" was based on
- Easy to use

Post Free **£29.99**

EXTENSION RIBBON CONNECTORS FOR SPECTRUM (ALL MODELS)

6" EXTENSION LEAD ONLY

£8.99 POST FREE



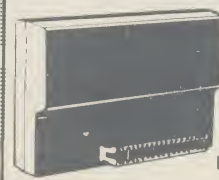
2 WAY EXTENSION CONNECTOR



ONLY **£10.99** POST FREE

Distance peripherals from your computer with extension lead or connect 2 items with the 2 way adapter lead. Top quality connections used throughout.

SPECIAL OFFER



16K RAMPACKS FOR THE ZX81 BRAND NEW GUARANTEED SINCLAIR PRODUCTS

only **£5.99** POST FREE

FEW ONLY AT THESE PRICES - SEND NOW



USUALLY SAME DAY DESPATCH ON ALL ORDERS SEND CHEQUES P O'S TO UNITS 8/9 FENTON INDUSTRIAL ESTATE, DEWSBURY ROAD, FENTON, STOKE ON TRENT TEL 0782 273815 FAX (0782) 264510

24 HR CREDIT CARD LINE SEE US ON PRESTEL PAGE No. 258880000A 12 Page Catalogue + Order Page

HARDWARE/SOFTWARE SUBMISSIONS
IF YOU HAVE A HARDWARE OR SOFTWARE PRODUCT OR JUST THE DESIGN FOR ONE WE MAY BE INTERESTED IN MARKETING IT FOR YOU. EITHER OUTRIGHT PURCHASE OR TOP ROYALTIES. CONTACT US NOW!

CLONE WARS!

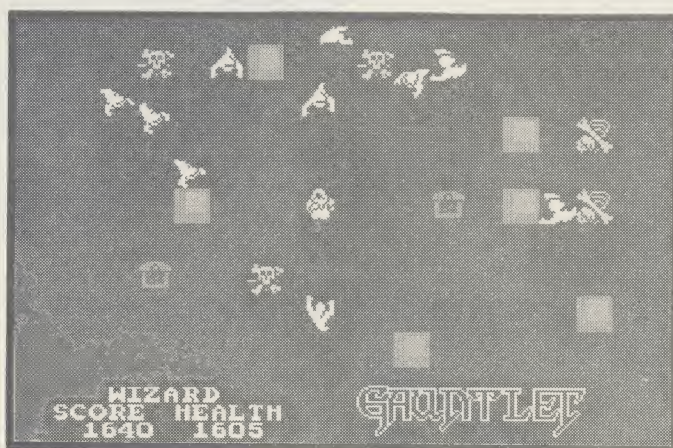
Gauntlet clones are still springing up on every corner. But they're all slightly different. Each has twists, flaws and tweaks that may infuriate or delight you. It's all very confusing. Which is THE one to get? To set the record straight, SU gives the low-down on the clones.

THE ORIGINAL GAUNTLET COIN-OP

What made *Gauntlet* the success it was? The graphics were only fair – certainly no more than average – sound (apart from the speech at the beginning) was just OKish and it all came down to zooming around and pressing the *Fire* button a lot.

However, *Gauntlet* was a new kind of game. It took ideas based on *Dungeons and Dragons* – mazes, treasure, monsters, strength and spell fire power and made them what has been a game that lasted hours or even days, digestible in bite sized, all-action chunks, *Gauntlet's* vast number of levels and the way you 'bought' extra time with more money gave it an appeal that was a mixture of fantasy and fruit machine.

Gauntlet had another feature previously unheard of in big league coin-ops – a two player version where you tried to help one another and beat the machine rather than each other. It generated a lot of gung-ho 'go for it' American-style team spirit and made you feel good. It's fast, very violent and easy to understand, the best recipe there is for a classic arcade game.



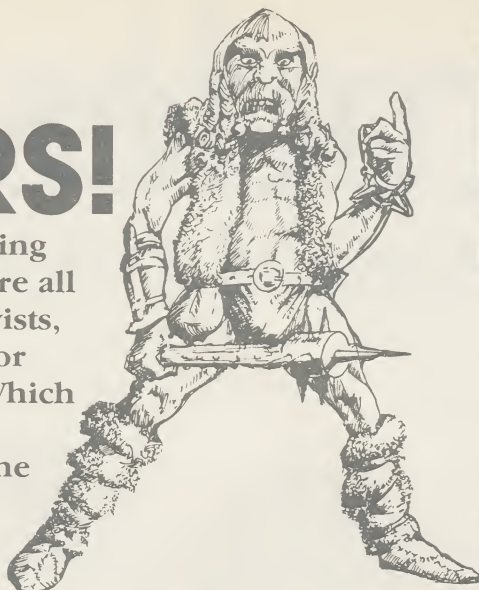
GAUNTLET

Label: US Gold; Price: £9.95;
Rating: ★★★★★

The official version. Set in the mystical times of elves and magicians. Few frills. As straight-down-the-line as possible.

Important points:

- Very authentic gameplay and graphics
- Time consuming multi-loading of levels
- Works best as two-player game
- Game strategies for arcade version can be used effectively
- Fairly basic graphics
- Selection of characters. Some tough, others smart etc

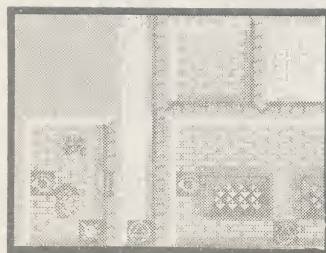
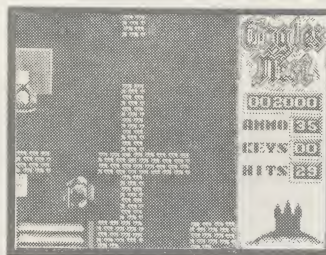


INTO THE EAGLE'S NEST

Label: Pandora Software; Price: £8.95; Star rating: Classic
World War II scenario. The plot to infiltrate a German castle and release your comrade saboteurs. Spells replaced by bullets. Strategic elements.

Important points:

- Large graphics
- Moderate storyline
- Limit of 99 shots before ammo runs out
- First aid kits replenish stamina
- Good 48K/128K music/sound options



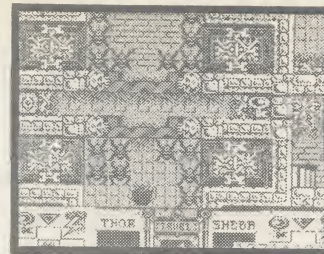
RANARAMA

Label: Hewson; Prices: £7.95;
Star rating: Classic

More subtle than *Gauntlet*. Again the plot is mythological fantasy, but extra bits and pieces make *Ranarama* stand on its own, even without the big name link

Important points:

- Highly colourful graphics
- Innovative plot
- Sub-game involving concocting spells
- Map routine included
- Fights sometimes can be wisely avoided
- Lots of thought required

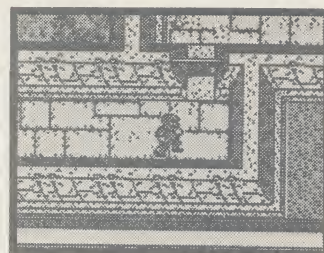


DANDY

Label: Electric Dreams; Price: £7.99; Star Rating: Classic
Simple swords and sorcery plot. Kill everything in sight while collecting extra spells and keys and treasure. Busy screens.

Important points:

- Complex, colourful graphics
- Two-player team option
- Little variation in graphics from level to level
- Choice of characters
- Fast and destructive gameplay



AVENGER

Label: Gremlin Graphics; Price: £9.95; Star Rating: Classic
A distant *Gauntlet* relative.

Martial-arts sequel to *Way of the Tiger*. More sophisticated and innovative than the arcade game

Important points:

- 300 scrolling screens
- Complicated maze
- Very large, detailed graphics
- Less killing than the original
- Numerous traps to hinder progress
- Considerable thought required

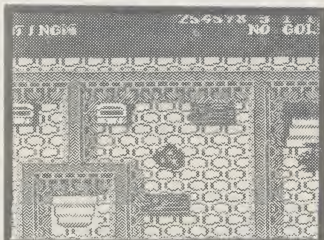
DRUID

Label: Firebird; Price: £7.95;
Star rating: ★★★★★

Unlike *Gauntlet* in many ways, but akin in many others. Varied graphics and spells combined with fast gameplay account for its appeal.

Important points:

- Not a straight conversion
- Numerous levels, each with varied graphics
- Choice of spells
- Golem the bodyguard to assist you
- Different spells for different foes
- Gameplan/strategy required



Arcades without

Licensed to deliver big brothers action

SEGA

WONDER BOY

'Wonderboy reminds me of Super Mario Brothers... you can't go wrong with Wonderboy, it requires skill, timing and is good, clean fun.'

'Dressed to kill in nappies and a motorbike helmet, with a skateboard as his trusty steed and wielding a stone axe, Wonderboy is born - ready to fight off the nastiest of nasties, willing to leap the widest chasm, and eager to risk his life'.

Arcade Action, Computer and Video Games



ARCADE SCREEN



ARCADE SCREEN



JUMP INTO THE WORLD

- ❖ 'Best and fastest scrolling on a racing game'
- ❖ 'Best sprite design'
- ❖ 'Best playability'
- ❖ 'Best coin-op conversion' Popular Computing Weekly
- ❖ '...brilliant' Arcade Action, Computer and Video Games
- ❖ Your Sinclair Megagame

This Sega coin-op conversion puts other top software to

ENDURANCE

ACTIVISION
ENTERTAINMENT SOFTWARE®

ZX SPECTRUM 48K/128K/+(£9.99), COMMODORE 64/128K/+(£14.99) and Disk (£14.99) and F4

Without the change.

action without busting your pockets.

SEGA®

FREE GAME OFFER
(details inside each pack)

QUARTET

SPACE COLONY "06" has been attacked by space pirates.
To put an end to their plundering, a private rescue team
calling themselves the "QUARTET" is recruited.

'...extremely addictive and highly playable'

Arcade Action,
Computer and Video Games



ARCADE SCREENS



WORLD OF ENDURO RACING

are houses to shame. It sets a new standard for arcade tie-ins.
Sinclair User Magazine

WORLD RACER

TM



SPECTRUM SCREENS

128 Cassette (£9.99) and Disk (£14.99), AMSTRAD CPC Cassette (£9.99)
and ATARI ST (£24.99) - All titles.

TM & © SEGA 1986. All Rights Reserved. Activision, Inc. Authorized User.
Mail order: Activision (UK) Ltd., 23 Pond Street, Hampstead, London NW3 2PN.
Tel: 01 431 1101

BUDGET

£1.99
£2.99

REVIEW

I never was much good at gardening. I don't know, put me in a plot of plants, and I couldn't tell a geranium from a gerbil.

I suppose if you haven't got green fingers, you haven't got green fingers. Now supposed you're a wizard, and that wizardry is the way you make your living. To be any good at it, you need to have an odd spell or two in your book (after all what good is a wiz with no



FEUD

spells, its like playing a guitar with no strings!)

Most spells can be made by mixing certain herbs together in your special magic cauldron (you keep abreast of the latest recipe by watching Grey Beards TV show, a sort of magic users Delia Smith) but the problem is finding the blessed things. Herbs just cannot be grown by any old bod, you need skill. So to be a good wizard, you have to be a good gardener.

Unfortunately, in **Feud** you're not. There is this rival wizard who fancies himself as the local main man, and is naturally out to get you. What you have to do is run around the locale, visiting other people's gardens, and pinching their herbs. When you have collected a good bunch, you need too rush back to your cauldron, and mix them to make the spells that will do it to him before he does it to you.

The graphics really are very pretty, with a mixture of terrain from woodland to huts to rivers to mazes, and believe me you don't get long before old Leanoric comes after you.

Apart from the two main wizard characters there are a number of villagers roaming around disguised as Dick Whittingtons, and Farmer Giles. These poor souls can be turned

into zombies by zapping them with the right spell, and they can then chase after old Leanoric on your behalf.

A very simple game, yet addictive, and tricky to complete, with great graphics and happily no colour clash.

But what, I hear you ask, is the point of it all. Well two points, really. One is that you get to be main man/wiz in the kingdom, and the other is it gives you a crash course on becoming a better gardener■

FACTS BOX

A highly entertaining tussle between two wizards with great graphics and 12 spells to conjure with

FEUD

Label: Mastertronic

Price: £2.99

Memory: 48K/128K

Reviewer:

Andy Moss



DEATHWAKE

Hindsight is always a useful barometer of how a piece of software, once thought of as beyond the realms of possibility on a home computer, has traversed the test of time.

Does it still stand out as a technical achievement, or does it seem somewhat, well laclustre.

I remember Deathwake being released around two years ago on the Quicksiva label, and having also reviewed it then I feel that this is a good

opportunity to compare notes.

The actual game senario first. This entails you as protector and captain of the destroyer undaunted, to guide her to the

enemy stronghold at the end of an inlet, whilst dodging torpedoes and flack from opposing planes and ships. There is also a strategy element in the game, that lets you plot an air strike on to some of the enemy bases, before each round of action to temporarily disable them. (This not only increases your chances of survival but also brings a certain reality to the gameplay.)

As each round begins you are faced with a varied selection of hostile hardware, such as torpedo planes, bombers, gun boats and minefields, and as soon as your Undaunted takes 100% damage it's all over.

So, how does it compare two years on?

Well I wasn't very enamoured with the game the first time round. The sound was feeble, and the graphics pretty scarce. I suppose it was a so-so game then. Now it reminds me of what budget games used to be like you know, the you - paid-nearly-zilch-what-do-you-expect-type of game.

However Mastertronic has proved that cheap is not nasty and this can't compete. Sadly in this case Deathwake is cheap and nasty■

FACTS BOX

Tired old re-release of a now dated game. You'd be better off getting Beach Head. Very dull. Doesn't age well

DEATHWAKE

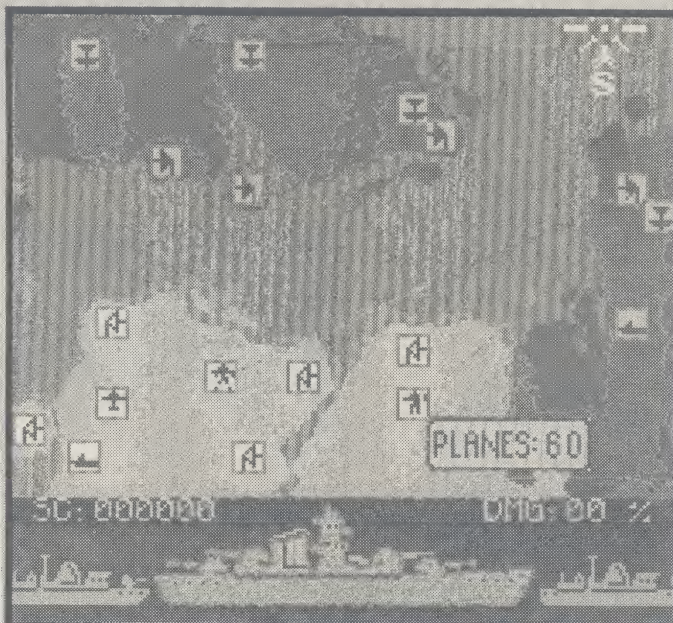
Label: Bug-Byte

Price: £1.99

Memory: 48K/128K

Reviewer:

Andy Moss





GORDO'S HELPLINE

◆ **L**et's start with the bad news. With great regret and insane rage I have to inform you all that the scroll-bag didn't get through this month. As usual, I'd strapped on my snowshoes and furry boots and zipped down to the local posting-station to collect the monthly delivery. As usual I queued for hours whilst sturdy mountain-men picked up packages of socks from their mothers or free toasters from catalogue firms. At last I faced the surly post-troll who runs the place.

◆ "Sorry, squire," he grunted, "Can't find your bag anywhere - it came in but we... we,er,we've lost it." Polite questioning soon gave way to frosty demands and vicious complaints. All to no avail.

So, my little ones, if you wrote to me between Christmas and early February, try again eh? Me, I'm polishing my best custom-built, nail-studded club ready for the next interview I have with 'Customer Services' next week. A spot of sick-leave may encourage them to look a little harder. Still, the show must go on so let's start up with the newly resurrected

Silicon Dreams Trilogy

◆ from Level 9, slick sci-fi adventures set in a robot-infested future. The first game, **Snowball**, puts you aboard a vast colony spaceship winging its way to Eden, the target planet. Simple this spaceship is not, as Mick Tingay of Wimbledon well knows: "I can get myself

out of the hibernation coffin at the beginning without too much hassle but I get into a complete mess afterwards, usually being captured by the Nightingales. How do I survive the opening sequence of the game?"

First let's look at the Nightingales. These are lethally security-conscious nursemaid robots which will actually come looking for you on the start level - blue mortuaries, white level. That means your first task is to get off the start level. Once you've done that they can be avoided quite easily by hiding behind the nearest door. Now to the game opening. Your main task here is to try and find out what's going on in the ship but you

also need a bracelet.

You wake in your 'coffin'... There's a lever here - pull it and get out. Your own coffin will slide away when you climb out and, to get into the mortuary above, you'll need something to stand on. Go north, push three buttons in turn to slide out another coffin. Go back south and up onto the coffin. Now up again into the next mortuary - away from the very thorough start-level Nightingales.

Your first problem on the new level is another of these robots, so go north and wait until it's disappeared, then open the door and into the passageway. East from here is the lift - press a button to call it and get in. Go down to where you can 3,8 and go up repeatedly until you get to the winch room. 15,8 and 3,14. You can open the trapdoor with this and go up. Keep your equipment tidily with you and go south to the airlock and through - the button sequence here you can work out for yourself. From here to the computer is not so difficult but to operate it you must wear the visor and 12,1. You must blink to choose a number. Nearby you should find the bracelet. You're on your own now...



FEATURES • COMPETITIONS • NEWS REVIEWS • CHARTS AND MORE

THIS WEEKS ISSUE AVAILABLE NOW!!



THE NEW POP MUSIC INFORMATION PACKAGE ON CASSETTE FOR YOUR SPECTRUM 48K/128K

ORDERS RECEIVED PRIOR TO 1st APRIL AT INTRODUCTORY PRICE OF £1.49

To order your SHAKE write to: SHAKE, SUITE 3.2, Dept. SU., EPIC HOUSE, CHARLES STREET, LEICESTER LE1 3SH, sending cheque or postal order.

- ☐ I enclose £1.99 for the current issue of SHAKE.
☐ I enclose £8.50 for the next five issues of SHAKE.
 ✓ Tick as appropriate.

Name

Address

Signature

Issue available this week dispatched for all orders unless otherwise stated.
 Postage free within UK. Europe and Eire add 30p postage per issue ordered.
 Rest of world add £1.20 per issue for airmail.



£1.99



£1.99



SPECTRUM — AMSTRAD — COMMODORE

NOBLES COMPUTER REPAIRS

- * Repairs carried out by our own engineers on site.
- * All repairs carry a 4 MONTH GUARANTEE

For estimates phone or send your computer to Derek at NOBLES.

Spectrum Plus £18.95 inc parts
 post and pack

48K upgrade £24.95

TV repairs from £17.50 plus parts

Also repair specialists for Amstrad, Commodore 64/Vic 20,
 BBC and MSX computers

NO HIDDEN CHARGES

★ SPECIAL OFFER ★ 2 FREE GAMES WORTH £12

with each Spectrum repair Trade/School and Club dis-
 counts arranged.

- * For free, no obligation estimates phone or send your computer to NOBLES for the fastest, cheapest repairs in ESSEX and Nationwide!

FULL RANGE OF SPECTRUM GAMES eg Z games £1.99
 PLEASE PHONE FOR ORDER DETAILS

NOBLES

Main repairers for
 Amstrad in the UK

14-17 Eastern Esplanade

Southend-on-Sea

Essex



0702 63377/8

63336/7/8/9

7 days a week, 24-hour Answering Service

SPECTRUM — AMSTRAD — COMMODORE

FOOTBALL MANAGEMENT

...SKILL...TACTICS...DECISIONS...STRATEGY...SKILL...TACTICS...

E & J Software offer 3 CLASSIC Football Management Strategy Games for all soccer enthusiasts. Each of these QUALITY GAMES uses the full available memory of your computer and is PACKED with GENUINE FEATURES to make each game the most REALISTIC of its kind!

NEW FOR
1987

PREMIER II : A COMPREHENSIVE AND EXCITING LEAGUE GAME — Can you handle all of this? — Play All Teams Home & Away, Full Squad Details All Teams, Transfer Market that allows you to buy any player in league/sell your players to any other team, Pre-Match Report, Full Team and Substitute Selection, Choose Your Own Team Style, All Other Teams have their own Style, Match Injuries, Match Substitutions, Half Time/Full Time Scores All Matches, Named & Recorded Goal Scorers, Full League Table, Fixture List, Team Morale (all teams), Transfer Demands, Opposition Select Their Strongest Team, Injury Time, Financial Problems, Match Attendances, Bank Loans, 7 Skill Levels, Managers Salary, Change Player/Team Names, Continuing Seasons, Job Offers or Dismissal based on your performance, Printer Option, Save Game and MORE!

EUROPEAN II : A SUPERB EUROPEAN STYLE COMPETITION — Enjoy the atmosphere of European Cup Ties! — Home & Away Legs, Full Squad Listing, Full Penalty Shoot-out (with SUDDEN DEATH), 2 Substitutes Allowed, Pre-Match Team News, Full Team And Substitute Selection, Away Goals Count Double, Extra Time, Half Time & Full Time Scores All Ties, 7 Skill Levels, Disciplinary Table (showing any MATCH BANS), Full Results List, Full Random Draw — All Rounds, Printer Option, Change Player/Team Names, Save Game, EUROPEAN II includes a comprehensive Text Match Simulation with these GREAT FEATURES — Match Timer, Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Injuries, Bookings, Disallowed Goals, Injury Time, Penalties, Sending Off and MORE!

★ SPECIAL FEATURE — transfer your PREMIER II winning Side into EUROPEAN II ★
 Both these GREAT games can be played separately or as companion games (SPECIAL TWIN PACK AVAILABLE)

WORLD CHAMPIONS : A COMPLETE AND EXCITING WORLD CUP SIMULATION — Takes you from the first warm up friendlies through the qualifying stages and on to THE FINALS! — Select Team From Squad of 25 Players, Select Friendly Matches, Full Home & Away Fixtures in Qualifying Round, Pre-Match Team News, 2 Substitutes Allowed, Disciplinary Table, Select Your Opponents, Full League Table, Players gain experience/caps as competition progresses, Extra Time, Penalty Shoot-Out, Quarter Final Group, Full Random Draw, Change Player/Team names, 7 Skill Levels, Printer Option, Save Game, Full Results List, Post Match Injury Report, WORLD CHAMPIONS includes a comprehensive text match simulation — Goal Times, Bookings, Injuries, Named/Recorded Goal Scorers, Injury Time, Match Clock, Sending Off, Penalties, Corners, Free Kicks, and MORE!

All games available for ANY 48K SPECTRUM

Games supplied on tape with full instructions @
 £6.95 Each Inc. P&P (add £1.00 outside U.K.)

Great value — Any 2 Games Deduct £2.00

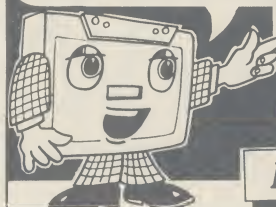
FANTASTIC VALUE — All 3 Games Deduct £3.00

These games are available by MAIL ORDER ONLY
 via our First Class Service. All are available for
IMMEDIATE DESPATCH by 1st Class Post
 and are securely packed.



From: E & J SOFTWARE, Room 1, 37 Westmoor Road, ENFIELD,
 Middlesex EN3 7LE

SOFTWARE AT YOUR FINGERTIPS!



JOIN THE No 1 SPECTRUM
 LIBRARY NOW & GET YOUR

FREE 1ST TAPE

- ▷ Over 10,000 tapes FOR HIRE — including GAMES, BUSINESS & EDUCATIONAL
- ▷ LOW charges — from 63p (PLUS p&p and VAT) for 2 weeks hire.
- ▷ LIFE membership ONLY £5.00 (inc VAT)
- ▷ FREE printed catalogue
- ▷ FREE newsletter with hints, tips, reviews etc.
- ▷ FAST, FAST service — We always use 1st class post
- ▷ European members welcome (Payment in Sterling)
- ▷ HIRE whenever YOU want to — no commitment.

Have you ever been disappointed with software you've bought?
 Now you can hire it first. If you like it, buy it at £1.00 off our already
 discounted prices. If you don't, send it back and it's only cost you
 the hire fee. NSL is the best SPECTRUM library, with over 16,000
 delighted members.

JOIN TODAY, or, if you don't believe our claims write or phone
 01-661 9240 for a FREE copy of our catalogue.

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, CHEAM, Surrey SM2 7NE

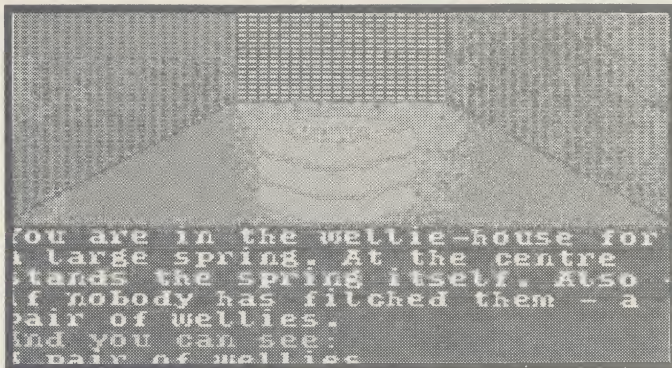
I enclose £5.00 for LIFE MEMBERSHIP. Please rush my membership kit to
 me. If, within 28 days, I'm not delighted with your service you'll refund my
 membership fee.

Name

Address

Dept SU4

THE QUICKIES



VERY BIG CAVE ADVENTURE:

Tim Squires of Colchester used two naughty words: "How do I get across the chasm in Part One where T*ny Br*idge appears? (*Fetch me the smelling salts! G.G.*) He arrives if you wave the rod - the usual way to make the bridge in the real Colossal."

V.B.C.A. is quite different here; you don't need magic, just the log from the wellie house. You won't be able to carry it at the beginning but if you drop your gear in the Debris Room and 6,11, you'll be transported back. Get the log and repeat the magic word. At the chasm you need only 13,4 to go west.

BOGGIT: Tony Daniels is close to success in Part Three: "I've given Lard the small, curious key and gone to Daug's hall. Problem is I can't kill him with the bow - what am I doing wrong?" After you've got the bow, go to Ravenhill where a little bird will tell you the correct place to shoot your missile. Simply 9,5 - dragon or Daug won't do.

THE HOBBIT: Yes, folks, it's back again - though not for long one assumes, now that Melbourne House have sold out. A new generation gets stuck in the Goblin's Dungeon - but not this month. David Jones of Mold begs: "How do I cross the Black River? I can't find a boat to get me across and it's useless swimming." Too right, Dave. Looking around helps in almost every adventure, so first Look Across River. You'll see the boat. Now 7,2,10 until it lands in the boat - keep trying if you don't do it straight away. When it lands 16,2 to get the boat across to your side, climb into it and climb out the other side. Voila.

TOWER OF DESPAIR

Straight forward this one from Richard Sweeney of Lothian: "How do I persuade or force the ogre to leave the magical field at Ellwood's house?" First distract his attention by a wee bribe - 13,19. Then you can flamebolt the creature. 20,17 when it's safely snuffed to discover a useful musical instrument which you'll need at the Tower.

ADVENTURELAND:

Toby Flight of Rickmansworth writes, "Dear Keith," - surely some mistake? - "How do I get rid of the bees and how do I get out of the maze?" First the bees, which you don't actually want to get rid of as they'll prove useful later - drop the mirror for a tip on this. To capture the bees find a 25,21 and use the 24 to protect yourself against the stings. The maze has seven locations, the route being N, W, W, S, D. There are two treasures inside it and at the last location you'll also find a sign telling you how to leave. Say the word twice.

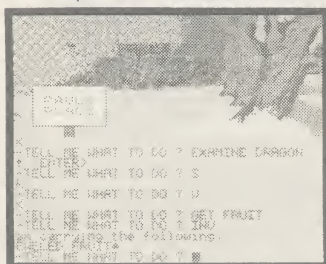
SEABASE DELTA: "I've made a see-saw from the barrel and plank and have the cannonball," says David Edwards of Taunton. "I know you can throw the ball in the air and get flipped up if standing on the plank - but how do I get on the thing in the first place?" Easy-peasy, shipmate. Carrying the ball you must 23,26 and then drop the ball. Ed Sharpe alias Christopher, not being so fortunate, can't get the ball out of the cannon. To do this you need the wooden plank from the wreck. Go down to the hold from there and simply lever the cannon to roll the ball free. I'm still getting queries about

System 15000

is the only game on the Spectrum which comes near to simulating the bizarre world of the hacker. Although it's been around a while I still get the odd plea like this from Mark Chapman alias Modo:

"Hi Greatbelly - just a little note for some relief in System 15000. Back issues of **SU** say to write Selcra on the noticeboard but I still can't get a message out of it. Also can't access Midminster Bank accounts. Without this the game can get a bit of a pain so gissa clue. Hysterically, Modo."

Basically this game is about tracking down phone numbers and codes by your own ingenuity and persistence. So for those



whose ingenuity or energy is stretched to breaking point, here's the full deal from Ian Thompson of Fish Hoek, S.A. - read at your own risk!

"System 15000 is a tough one to crack so for those who are about to give up here are all the codes and number needed to complete it: Midminster Bank, 299-7629: Code 4M5. Routledge, 930-7269: Code CCYRP455. Seastar Travel, 353-2104. System Network, 746-4400. Cilisy Data, 363-4017: Code 673281. Perry, 493-5429. Dateline 723-9293: Code 6729. Polytechnic, 672-3427: Code CL332. Elwood, 010-1 (212) 976-



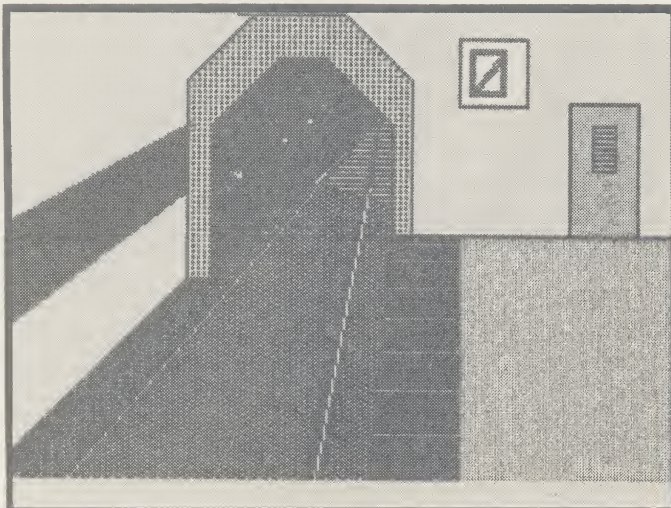
GORDO'S HELPLINE

6868: Code EBV 1657. Big Apple, 010-1 (212) 976-5858: Code PIP537. Craig, 837-1099. Satatel, 222-2196. Vinchetta, 952-7001 - be very careful here, security is tight! R.Boon, 348-1405: Code 7Y4Y.

Finally for all those who want to all pain. Reserve Manhattan Bank is on 010-1 (212) 976-5757 and the first entry code is M8R - the rest you should work out from your wanderings." Ian has actually left out a few minor things - Selcra Secs can be accessed on 800-4310: Code ARCLES. The screen here tells you how to use the Selcra system. At Kingsdown Poly the ordinary code is SL312

A couple of months ago I was sent a longish letter, all in Spanish, from Yivgen-Dhurian, Tobor, Noron and Ivian. These characters had carefully worked out the route through Moria in

Even with all these numbers you'll still need to play the game through to get the final crucial information to transfer the ripped-off cash back to Comdata. Ian supplied them but I'm just too mean to put them in.





GORDO'S HELPLINE

Lord of the Rings

including a useful sequence on how to rub out the large numbers of nasty orcs found thereabouts. I've done my best to translate and shorten some of it so try it out and see what happens. Here we go.

"Beside Moria's west gate there is the outline of a door. Examine the outline and wait until an inscription appears. When it does, Say Door 'Friend'. If the monster appears from the lake input Kill Tentacle with Sword and go through the door.

Moria is in four main sections. Heading from west to east the first is a maze with passages and rooms, the second is made up of two big halls and a guard room joined by passages. The third section is another labyrinth like the first. Finally there's the grand cavern zone where orcs and other horrors hang out, separated into three by a fissure and chasm crossed by the bridge of Khazard-dum. There's also a minor fifth area that joins the east gate to the bridge.

"Once into the first zone, drop a match, light match and light the candle with the match. Head into the rooms by going Up, Ex3, D, U, D, S, D. Now you should find an animal head, push this to open the slab door that's blocking your way. If you like you can do a Rambo and break slab with sword as an alternative.

Go east twice, N, S, E and U. This should bring you to the Hall of Mazarbul. Through it go S, S, W and examine the statue of Durin. The orc horde is in this area. The way to defeat them is first of all to tell Boromir, who's

practically indestructible, to 'E.Kill horde with long sword.' Repeat this instruction three times then get him to drop the sword.

Now get each other character in turn to give his weapon to Boromir and, three times, tell him to 'E.Kill horde with (name or type of weapon)'. After each triple attack get Boromir to eat twice to restore his fighting power. Before he eats tell him to return the current weapon to its owner. When he's fed, the next character gives his weapon and on it goes until the horde is wiped out. The later warband can be dealt with by telling Frodo to Kill Warband with Sword."

The Ket Trilogy,

and, at last, some evidence that there are a few tenacious readers who actually plough through the back issues for adventure help. Someone calling himself only Murderman - who I think I've heard from before - moans: "In Issue 42 you said that adventurers in **The Final Mission**, on encountering a splatting noise in the high ceilinged room, should head west and up to the cubby hole. There they should wait six times, hear a splintering and find a closed door has been opened. When I did this I heard nothing, and, when I came down it was only to find the slime monster lying in wait - though this can be killed by dropping the soap from the cubby

hole. Which door do you mean and is the soap really for the slime monster as it reappears and kills you?"

The soap does dispose of the slime monster if you throw it after the six waits. My sources make no mention of the damn thing reappearing and I suggest you don't hang about waiting for it in this area. You must retrace your steps back to the oak door with the gap - this is the splintering door referred to. The next door to the south can be opened with your key. Drop the key and go south.

You now run into another mad monk. Unless you win the fight at first attempt you must take the escape option and go quickly south to the endgame OK?

Right, bye for now, I'm off to the post office to achieve some compulsory redundancies.

**GORDO
GREATBELLY,**
Landlord
The Dancing Ogre

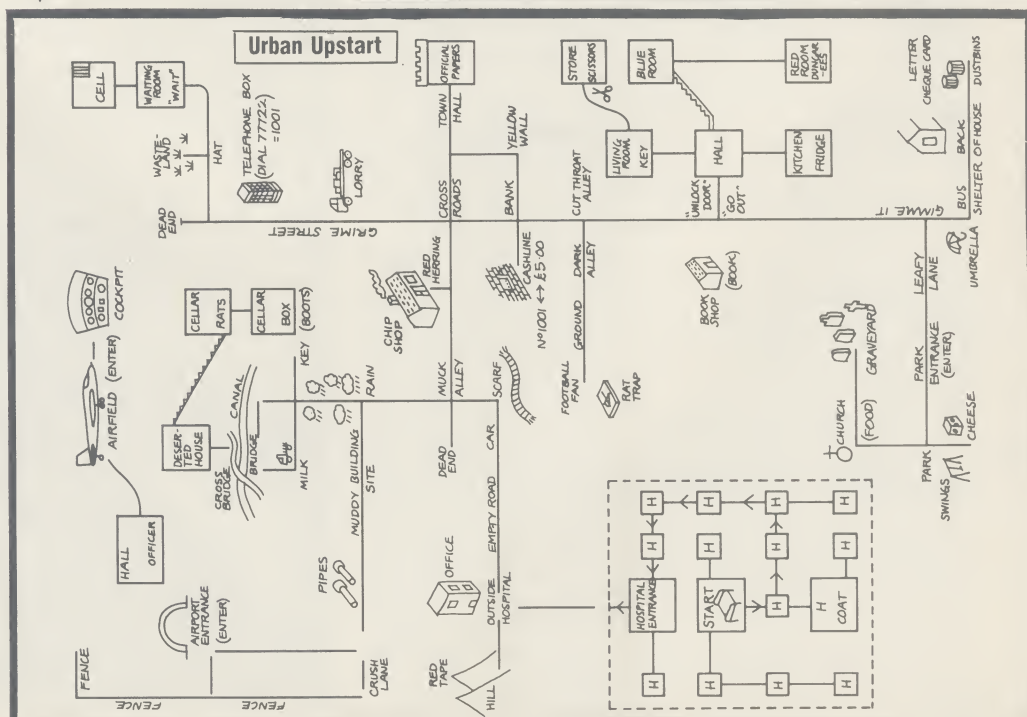
GREATBELLY'S THINGY

- 1: SCREEN
- 2: ROPE
- 3: TAKE
- 4: LOG
- 5: TAIL
- 6: SAY
- 7: THROW
- 8: TOOLBOX
- 9: SHOOT
- 10: ACROSS RIVER
- 11: COMMODORE
- 12: LOOK AT
- 13: DROP
- 14: SPANNER
- 15: OPEN
- 16: PULL
- 17: OGRE
- 18: CATERPILLAR
- 19: JADE
- 20: SEARCH
- 21: BOTTLE
- 22: SQUEEZE
- 23: WALK
- 24: MUD
- 25: EMPTY
- 26: PLANK

Urban Upstart Solution

Take Dungarees/Open Fridge/(Don't drink lager) Take Scissors/Use with tape to get into town hall and use to get boots by 'open box with scissors'/Take Key/To get out of the house/Take Book (in bookshop)/Read flying instructions/Take Hat/Take Tape/Use to get into the town hall/Take Trap/You land in hospital/Tak Coat/Wear to escape hospital/Take Herring (fish shop)/Take Papers/You'll need these at the airport/Take Food/"Eat" to open door of deserted house/Take cheese/Put cheese in trap for rats/Take Letter/Found by examining dustbins/Open Letter/Open letter = blank card/Read letter = Dial 77722/Take Umbrella/Use to keep yourself dry/Insert Card/£5 is fiver/Take Scarf/Take Key/Insert when in cockpit/Take Milk/Drink/Take Box/Open Box with Scissors/Boots to cross muddy site/Take Suit/Found by swimming pipes/

Also - When in Jail, wait until the phone rings/"Give papers to official" in departure hall/"Give fiver to official" also in departure hall/When in cockpit insert key on "Take Off"



YOU SEE A SHIFTY MAN IN A
LEATHER JACKET.
"HEY, SON. WANT TO BUY SOME OF
THIS?"
THE MAN OFFERS YOU A SMALL
PACKET OF WHITE POWDER.
HE IS A PUSHER.

GRANGE HILL

Gränge Hill. How I used to love it! Dear ole Basser, Wodger, Codger, Bosser, Dodger and all the rest of the gang.

The real life! The teenage problems!! The romance!!! The computer game?

Now that, you have to admit, is a pretty odd licencing deal – even by the BBC's standards.

Quicksilver has got the deal and has produced the game.

And it's pretty odd. It's a mixture of adventure game text input, animated graphic action and menu and window option selections.

You play out an exciting plot in which you have to retrieve a Walkman from the locked school. It features a strong socially responsible line on teenage subjects (well drugs anyway). At an early part of the game you have to say 'no' to a drugs pusher (a man in a peculiar overcoat – always a strong sign).

Parts of the game are essentially arcade game tests – jumping over things, climbing down ladders and the like. In other ways the game is played like, say, *Spellbound* where you see an object, choose to pick it up using a menu system, select *Examine* to find out what it is and select *Use* if you want to use it – using the right object at the right time is obviously the test.

You are Gonch (for Gonch read Bilbo Baggins) and Holo, your school chum, is Thorin. And he acts like Thorin who, you may remember, frequently slowed up the action in *The Hobbit* by sitting down and signing about Gold.

Holo just gets fed up and

won't move until you plead with him. The pleading can take a while since frequently Holo says things like 'right' to your pleadings and then proceeds to ignore you.

Oh, and there's a time limit – you have to get the Walkman back before midnight – the current time is shown in the bottom left-hand corner of the screen.

There are some curious anomalies in the game. One instantaneous ending is when you trip over a paving stone on the third screen. Not only is it a bit much that such a thing ends the game, it seems that Holo can just walk over it (you have to perform a curiously straight legged leap).

As you play the game some good points emerge. The

various kinds of action – typed instructions, menu selection and graphic action – interact very well and, at its best, *Grange Hill* is one of the best attempts at taking text adventure style puzzles and turning them into real actions.

The graphics are, well, OKish in a simple sort of way. Some of the backgrounds are pretty simple but they are functional enough I guess. The central animated characters of Gonch and Holo are better than stick insects – quite like the schoolboys in *Skool Daze* only bigger.

But you'd better be into the puzzles aspects of the game if you're really going to get a lot out of it.

The end result is pretty difficult to summarise. Imagine

a mixture of *Spellbound*, *The Hobbit* and *Skool Daze* and you've got some idea.

Certainly *Grange Hill* is nothing like a dodo. I think if you like *Spellbound* style games or you're really into the characters of *Grange Hill* (anybody?) you'll like this I guess.

I felt a bit undecided. In some ways – for example the interaction of the different command systems and the windowing – the game is very clever and sophisticated. In others – some of the graphics – it looks a bit cheap and shoddy. Look before you buy anyway ■

FACTS BOX

A curious mixture of adventure and arcade game. Some good puzzles should give it some appeal

GRANGE HILL
Label: Argus
Author: assorted
Price: £9.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor



BACK HOME. "HELLO LOVE," SAYS
YOUR MUM. "TEARS READY." LOOKS
LIKE SHE'S FORGOTTEN. "OH YES"
SHE CONTINUES, "WHERE'S YOUR
CASSETTE PLAYER?" YOU SHUDDER,
AND AWAIT THE INEVITABLE..YOUR
MUM IS GOING TO KILL YOU.

FROM CLIVE SINCLAIR...THE NO-COMPROMISE

Z88 COMPUTER

IT MEASURES LESS THAN AN A4 PAD.

IT WEIGHS LESS THAN 2lb.

IT COSTS JUST

£199.95

+VAT, p&p

SPECIAL
INTRODUCTORY
PRICE

□ **RAM expandable to 3 Mbytes...**

□ **Word-processing and spreadsheet built in, plus time- and data-management systems...**

□ **Revolutionary supertwist LCD display...**

□ **Completely self-contained – yet talks and listens to your IBM...**

There has never been a computer like the Z88.

It's an extraordinarily powerful machine which offers word-processing, spreadsheet, and a set of time- and data-management tools in a single, highly portable package.

At £199.95, the Z88 is supplied with 32K resident RAM. Extra 32K costs under £20 – extra 128K under £50!

And heavy users will be able to expand the RAM to an astonishing 3 Mbytes, using plug-in RAM cartridges.

For printing text or data, the Z88 connects directly to most popular RS232-compatible printers, while for permanent storage the Z88 employs removable solid-state EPROM cartridges – no tape to break, no delicate disc to damage.

Though the Z88 is a powerful, full-facility, self-contained computer, it also acts as an extension of an office micro, connecting directly to allow exchange of text or data.

For every personal computer user, the Z88 offers a comprehensive specification in a package of unparalleled portability.



Robust, solid-state
software and
storage cartridges.

THE FACILITIES OF THE Z88

RAM Resident 32K, around 15K available (enough for around 2,000 words). Extra RAM available in 32K or 128K cartridges, up to three of which can be plugged into the Z88 to give a total of 416K (enough for a 200-page novel). 1 Mbyte cartridges available shortly. A built-in capacitor or the mains adapter preserves data in RAM while batteries are changed.

Permanent storage Where other machines rely on cassette recorders or disc drives, the Z88 uses solid-state EPROM - Erasable Programmable Read-Only Memory - cartridges, with very rapid electronic access and absolute reliability. Up to three EPROM cartridges can be plugged in: 32K and 128K cartridges and ultra-violet eraser are available now. 1 Mbyte cartridges available shortly.

RS232-compatible port offers:

Printing RS232 cable connects the Z88 to popular printers. Cables can also be made up for virtually any RS232-compatible printer.

Text- and data-interchange Resident software formats data for IBM-compatible micros with 5 1/4" or 3 1/2" disc-drives. If your micro can run such popular programs as Wordstar, Lotus 1-2-3 or WordPerfect, you can exchange text and data between it and the Z88. Cable and software available now.

Modem allows text- and data-transmission by telephone.

Power supply Optional mains adapter, or 4 AA batteries. (CMOS technology allows about 20 hours active computing - or about a year of life for RAM if machine is switched off).

Dimensions 11 1/2" x 8 1/4" x 7 1/8"; weight: under 2 lb.



Full QWERTY keyboard offers 'silent', moving short-travel keys. Foldaway foot raises the Z88 12 1/2" for comfortable viewing and typing.

ADVANCED INTEGRATED SOFTWARE PACKAGE

The operating system of the Z88 is unique to Cambridge Computer Ltd, supporting as its main in-built software an advanced software package, adapted by Protechnic Ltd for the Z88.

The Z88 automatically preserves data in RAM when switched off.

The software is a set of **spreadsheet** and **word processing** applications, with a

sophisticated **help** function, designed from the first as an integrated package which allows text to be run within a spreadsheet, or a spreadsheet to be run within text.

Word-processing facilities include multi-column layout, global search and replace, and embedded calculations, as well as all the normal word-processing activities. The display shows such commands as bold, italics, underlining, and page breaks. Spreadsheet includes text-handling and sorting.

Other built-in software includes database selection; calculator; free-form diary, calendar, real-time clock and alarm.

An outstanding feature of the Z88 is its ability to switch between tasks within an application, and between applications, without the need to save, exit the package, or restart on return.

While computing a spreadsheet, for example, it is easy to switch directly to the diary, and then go straight back to the spreadsheet - which immediately carries on from the point it had reached.

STATE-OF-THE-ART SUPERTWIST LCD DISPLAY

Supertwist technology represents the state of the art in liquid crystal display. Its massive increase in contrast ratio and viewing angle give a dark blue on grey display that surpasses CRT screens.

CURSOR 80 LAYOUT FILES BLOCKS PRINT OPTIONS	A47 might even prove actively dangerous, and would certainly be unwise. To understand our position, it may be worth looking at the costs in the following spreadsheet extract:	1987 Site Purchase 45,500 Site Prep 23,750
		1988 5,500 2,600
		1989 5,500

1. 'Topic bar' - seven general menu options, each supported by function menus.
2. Work area displays 8 lines by a full 80 characters.
3. Unique screen map shows complete page layout, updated automatically as work goes on.
4. Section displays machine status (e.g. battery strength.)

HOW TO ORDER

The Z88 is available only by mail order. The FREEPOST coupon lists the components of the Z88 system currently available.

The Z88 itself comes supplied with 32K RAM built in, a comprehensive manual, sectionalised to suit both novices and computer experts, and a carrying case.

Your order will be acknowledged with information on the likely despatch date.

If you're not happy with any item you receive, return it in original condition within 10 days of receipt for an immediate refund.

Every item is covered by a one-year guarantee, and will be repaired or replaced free of charge if faulty and returned with proof of purchase date.

CAMBRIDGE COMPUTERS

Cambridge Computer Ltd, FREEPOST, Cambridge, CB4 1BR.

IBM TM of International Business Machines.
Wordstar TM of MicroPro. Lotus TM of Lotus Development.
WordPerfect TM of WordPerfect.

ORDER

To: Cambridge Computer Ltd, FREEPOST, Cambridge, CB4 1BR.
Please supply Z88 system components as shown below.

ITEM	QTY	PRICE EACH £	TOTAL £
Z88 COMPUTER (Special introductory price)		229.95	
MAINS ADAPTER		9.95	
RS232 PRINTER CABLE (Cable supplied with 25-way D connector. Making up other cables is simple: full dealer instructions in the manual.)		9.95	
I/O SOFTWARE/CABLE for IBM transfer. Software to be supplied on tick as applicable			
☐ 5 1/4" disc (Full instructions included)		14.95	
☐ 3 1/2" disc (Full instructions included)		14.95	
MODEM		99.95	
32K RAM CARTRIDGE		19.95	
128K RAM CARTRIDGE		49.95	
32K EPROM		12.95	
128K EPROM CARTRIDGE		49.95	
U/V ERASER FOR EPROM CARTRIDGE		29.95	
POSTAGE, PACKING AND INSURANCE			7.50
All prices include VAT @ 15%			Total £

I enclose cheque/money order for £_____ payable to Cambridge Computer Ltd.
☐ Tick box if VAT receipt required.

Name _____ PLEASE PRINT

Address _____

Postcode _____ SUS 704



COIN-OP FUTURE SHOCK

If, like me, you're an arcade freak, then the LATEI must be the ultimate paradise. Once a year coin-op manufacturers and distributors gather from all over the world to show their latest machines.

All the new games for the next six months were on show, and though I was disappointed that there were no 'biggies' like Wec Le Mans or Out Run, there were masses of the more conventional type shoot 'em ups and simulations. After all, you can't expect hi-tech hydraulic systems to sprout out of every game you play

Soldier of Light from Taito (also called Xain'd Sleana) is another of the one-man-against-the-aliens type and includes some very pretty graphics. The idea is to rid four planets in your solar system of all resident nasties. As soon as you've chosen a planet your own personal spaceship whisks you off to start the clean-up operation. Each planet has its own difficulty level and comes with its own variety of monsters, some earthbound, some flying, some cunning and others just plain stupid. The terrains are hilly and you'll often have to nip into an alien hideout to find the baddies. This is where your jet boots come in handy. They allow you to take king size leaps to attack the fliers, leap over hillocks and the like. Once you've cleaned up the planet hop into your space craft and nip into space for a spot of alien bashing and asteroid blasting. Both come at you in huge quantities and your trigger finger will have to work overtime if you're to blast a path through them. This game will make somebody a very nice conversion.



Namco's Rolling Thunder looks like it's doing well in the arcades, though it's not a game I care for a great deal. Namco also released Elevator Action which I thought far more addictive. The sprites in Rolling Thunder are surprisingly large and very well drawn with some clear background graphics. You control the hero on a mission to rescue his mate who's being held hostage by a bunch of hooded hoodlums. The game involves a lot of leaping from level to level, dodging and shooting the hoods and searching for extra ammo. Movement is graceful, balletic almost, but in my opinion a trifle slow. The hoods fight dirty with a lot of head height kicks, so a good tip is to kneel down and shoot, that way they miss and you score. Signposts tell which doors to open to find extra ammo but be careful as the baddies also lurk behind them and are liable

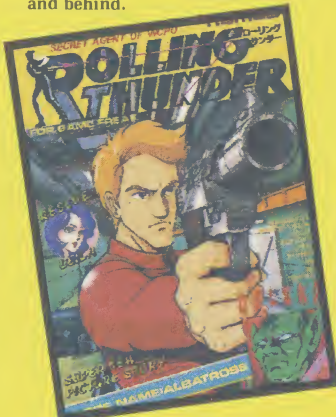


Taito's Darius is an incredible three screens wide which have been so cleverly put together that there are no joining lines to be seen. It means that you can see what's being thrown at you long before the enemy strikes. Another unusual feature is the vibrating seat which makes your bum shake with each explosion heightening the impression of the inside of a battleship cockpit.

Darius is very fast and is much more fun when there are two of you sitting side by side blasting in unison. There are Power-Up units to be collected which increase your shields and firepower, masses of aliens which travel from right to left



to pop out just when you think the coast is clear. As you travel deeper into the game the number of hoods increases and they often overwhelm you by attacking from both the front and behind.



Defender/Nemesis scenarios were evident and cropped up in two or three games. Side Arms from Capcom follows this theme of flying from left to right down a tunnel, blasting baddies and fighting off the alien mother ship or monster baddie at the end of each level. However, it's sufficiently different from its predecessors and very addictive. You control a little chappie with a jet pack on his back – not a ship. Using your lasers, you attempt to annihilate all the enemy can throw at you. Pick up POW pills to increase or decrease your speed and a variety of extras like a Shot Gun and Mega Bazooka Launcher can be collected to increase your fire power. Very fast, very playable and I'll be surprised if we don't see this appearing as a coin-op conversion before the end of the year.



The Red Eagles are attempting to take over the world and it's your task in Konami's Gryzor to halt them in their tracks. Gryzor is very much the lone hero type where you take on the masses single-handed to save the world. Success depends on how fast your trigger finger is and whether you're any good at dodging bullets and the baddies. The first stage is set above ground and is fairly simple – just leap around the screen blasting the Eagles and leaping down on them for a spot of one to one combat. Later levels take you under ground into their hideout which consists of a maze of corridors fortified by impassable electric fences. The only

way through is to stand in front of a fence and try to blast the control panel at the far end of the corridor. Eagles pop out from behind corners to take horribly accurate pot shots at you and survival is very much a matter of quick reflexes. Eventually you'll succeed, the electric forcefield will disappear and you can proceed on to the next level. You'll soon come to open areas where the Eagles come out of hiding and attack from all directions. Hopefully by this time you'll have found some power items which give you greater fire power such as fireballs, a spread gun or laser gun. Gryzor is tricky, fast and addictive.



Shattered from Data East looks stunningly like Gauntlet in layout though the plot differs somewhat. The idea is to search a maze for your eight buddies who are locked in cells, though to open the doors you have to first find the right key. There are, of course, lots of nasties lurking around each corner and the more mates you've rescued the better your chances of survival. Each prisoner has a weapon to deal with each fight. There are about 112 stages and dotted around are bonus objects which give extra fire power. There's also a continue play option which is very useful if you're just about to die and don't want to go back to the beginning of the game. Unlike Gauntlet, Shattered is for two players only, though the second player can join in at any time and as with all games of this type it's very much the case of 'the more the merrier'.

passed quickly to my end of the street. More often than not, my players ended up running round aimlessly in circles, and I was hopelessly incompetent at intercepting the ball.

Bally/Stente's Street Football is played – no surprise really, in a street. It's footie the American way. Lots of cars to avoid and manhole covers to trip over if you don't watch your step. It's three-a-side with a can marking the touchdown area. Control is by rollerball which is quite hard to master at first and there are buttons to press to switch control to another player and for high and low passes. The idea is to score four downs to achieve a touchdown but it's quite difficult to get the ball into your area without being intercepted by your opponents. White lines mark the sections of the street which are out of bounds though passing chevys, dogs and paperboys ignore these totally and tend to cause chaos whenever you've got the ball. I found it very frustrating remembering to switch players so that the ball was

Clare Edgeley

CLIVE'S NEW Z88

So what's this Z88 micro then? Well, it's the first thing Sir Clive has done since 'the troubles' and the Z88 is what Pandora portable turned into.

A portable computer has long been one of Clive Sinclair's most cherished ambitions.

The QL was going to be portable. One-Per-Desk was going to be (almost) portable.

But only the Spectrum was really portable, travelling from Cambridge to Brentwood in the back of Alan Sugar's truck.

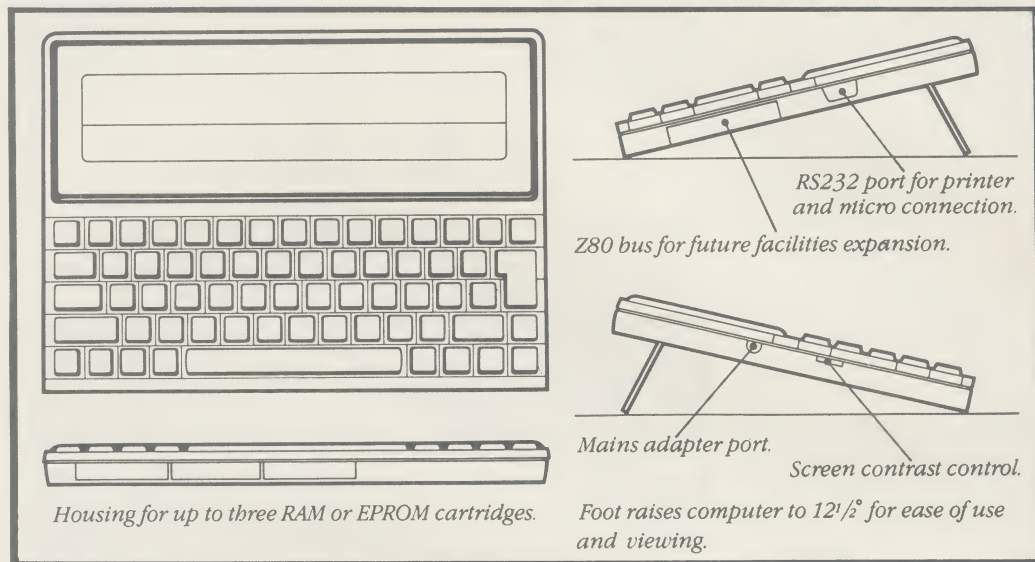
And now here's the Z88. Unveiled at the Which Computer? Show on February 17 to muted wonderment, this 21lb, A4-sized technogimmick is in the best Sinclair traditions. It's black. It's cheap. And it's not finished.

The main features of this first sugar-free Sinclair (well, Cambridge Computer, ackchelo! are the super-twist liquid-crystal display, the Z80 processor, the keyboard, the built in software, the storage modules and the price. The main non-features are the tape port, the compatibility, and the extra software. And, I suspect, the battery life.

Twist and show it

Let's start with the super-twist LCD. Sinclair has long been less than ardent fans of the technology. In the late '70s, they published a 'consumer report' saying that nobody liked LCDs and as a result the new Sinclair LED calculators would beat the likes of Casio hands-down. Ahem.

However, the new super-twist is really rather good. Legible, low power and fast. Even Clive Sinclair likes it. From the brief glimpse obtained at the Which Computer Show, it does seem that it ain't half bad. Super-twist, by the way, derives from the way in



which the liquid crystal molecules contort themselves to block the light when a voltage is applied.

The custom chip (there are only four chips in total – like the old ZX81 really) which manages the display goes overboard a bit. Hardware windowing, sophisticated scrolling, hardware support for mixed text and graphics... if only that sort of thing had gone into a games machine instead of a business LCD micro. Sigh.

The Z80 processor itself is a super low-power version. The magic letters in this case are CMOS, a kind of electronics that takes very little current and work rather well. Of late, CMOS Z80's have been getting cheaper, too. And it's completely compatible with older, thirstier versions.

The keyboard is a bit strange. Billed as 'silent', it appears to be made out of a harder Sinclair latex than the Spectrum. It takes a bit of getting used to, but isn't actively fingerhitting bad.

So who's going to buy it? Well, the built-in software is a real give away of who Sinclair hopes will buy the beast. An integrated word

processor and spreadsheet tops the list, followed by a diary, alarm clock, simple database and a calculator. There's also (whisper it) BBC Basic. No games. And at launch, which is the basis of this little article, it wasn't finished.

The key to the operation of the whole machine are the storage cartridges. These consist of Rom or Ram chips, encased in a black plastic box uncannily like microdrive, and which slot into the front of the machine. As many as 3 Mbytes can be stored in boxes.

And everything is powered by four Walkman-sized batteries. 20 hours of working are promised. Sceptics remember the 20 mile range of the C5 which proved to be closer to 5. There is no facility provided for rechargeable batteries, although something could be fudged by the mains adaptor port...

And the price. £230 to you? Bear in mind the massive 32K of Ram, and the complete lack of a tape port. Bear in mind that nobody's actually got one yet. And then think about the QL.

Me, I think I'll wait...■



▲ Bet you think this is a microdrive. Actually it's a 'robust solid-state software and storage cartridge' ... ho hum.

£2.00
CF=

UCHI MATA

Send coupon to: Uchi Mata
Smash Offer, Martech House,
Bay Terrace, Pevensey Bay,
E Sussex BN24 6EE, along
with a cheque/postal order
made payable to Software
Communications Ltd for
£6.95. Offer closes April 30th.

SU
SMASH OFFER

It's a life on the ocean wave. The slap of the sails, the spin of the compass, the clash of the attributes.

Actually, the graphics are what make this simulation.

Sailing puts you at the helm, and various other parts as you're thrown around, of a racing yacht.

Nothing will prepare you for the massive wave rolling at you from the back of the screen. The wave rolls under you and your bow rises out of the water towards the very blue sky.

Before I loaded the game I had nightmares that the screen display would be a bird's eye view of two grotty little flat sprites gliding around the screen.

Not so. OED, the programming team which created **Trivial Pursuit** for Domark, has come up with what'll surely be another stunner.

The spangled sea effect, and the graphic speed with which the boat races through its paces, hit the eyes so quickly that you're suddenly all at sea,

SAILING

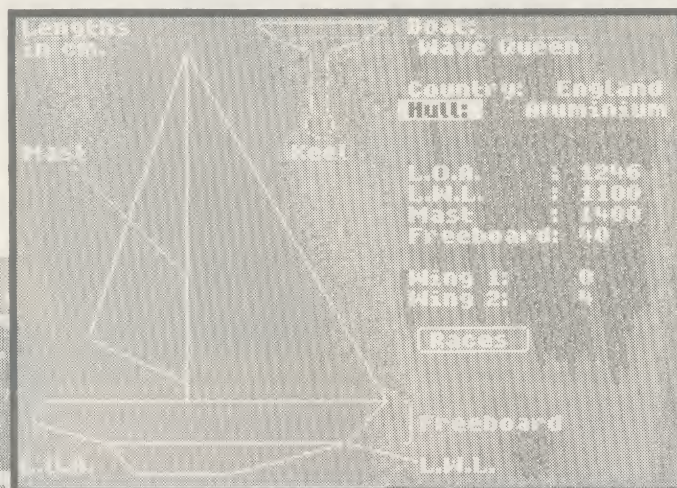
at a loss to know what to do.

You start near the bottom of an international racing league table – c'est la vie – with the option of taking on one of three other losers – try Italy or Argentina. Before you actually begin to sail you must first set your level of difficulty, selecting weather conditions and wave height, as well as choosing the type of hull you want.

Hull is all important, not that you'd think that if you'd been there. If you choose a metal hull, such as aluminium, you'll come off the best in rough conditions or if, horrors, you hit

another boat. The down-side is metal hulls hang low in the water. Wooden hulls, however, are lightweight but are easily damaged by waves or the bows of other boats – cutting across the bows of another boat is frowned upon, but legal.

The boat has few controls, but those it does have at the bottom of the screen need to be monitored and trimmed very carefully. A radar scanner splits the course up into square sectors. It shows the two participating yachts as dots, hopefully chasing each other. The yachts are ultra-



manoeuvrable when you least expect it – just watch the compass twirl. Course info is given at the beginning of the game – along with a weather report – so make sure you keep your bow pointed towards the next course marker buoy. If you stray too far from these bouys you'll be disqualified as out of bounds.

In some ways **Sailing** is similar to **Football Manager**. There's a league up which you can climb, and races – games – you've got to take part in before you can move above your

FACTS BOX

A unique seabound simulation. Puts you at the mercy of the elements rather than in a pilot's seat. Very clever

SAILING

Label: Activision

Author: ODE

Price: £8.95

Joystick: various

Memory: 48K/128K

Reviewer: John Gilbert



SILENT SERVICE

Dive, dive, dive. No, I'm not moaning about my new flat but I have just seen the latest strategy simulation from Microprose and I am at a loss for words. It's really very, very good.

It's difficult to know where to begin. Running a US WW2 submarine through hostile seas is no easy job and the array of interior and exterior displays, maps and controls in this simulation is very daunting.

For a start you've got to decide upon the reality level. Do you want limited visibility, do you want the worry that some of your torpedoes could be duds, or do you want to increase the strength and agility of the Japanese convoys you're supposed to scupper? It's up to you, but when you're

a rookie commander you should concentrate on guiding your sub above the clear water and taking target practice rather than diving and getting lost.

There are three major control screens: the bridge on top, the conning tower which is the control centre, and the maps and status reports. If you decide to forget about reality levels it'll be a lovely sunny day on the bridge. Scanning around the horizon you'll find a group of islands, the sea, and the enemy convoy.

It's target practice time so select the conning tower control room. There are six operations stations in the tower.

If you're looking for action the most important station is

FACTS BOX

This submarine warfare game is the best and most complex simulations to be released for months

SILENT SERVICE

Label: Microprose

Price: £9.95

Memory: 48K/128K

Joystick: various

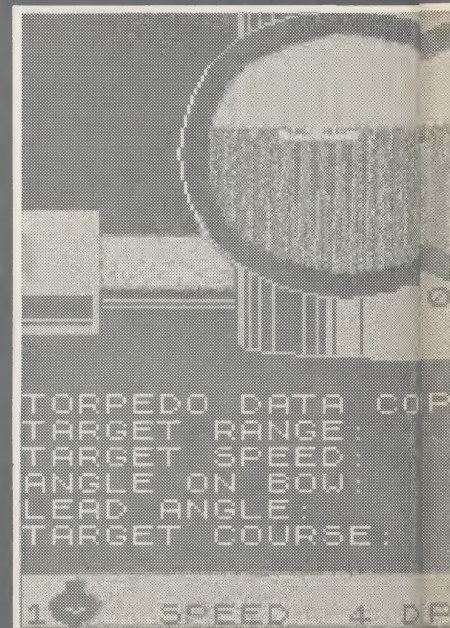
Reviewer: John Gilbert



the periscope. When you get one of the convoy ships in the middle of your sight a two-line measuring image appears, framing the ship and making targetting easy. The target will of course be moving. It'll probably be zig zagging if you have that reality level set and you'll have to take that into account when you loose off a

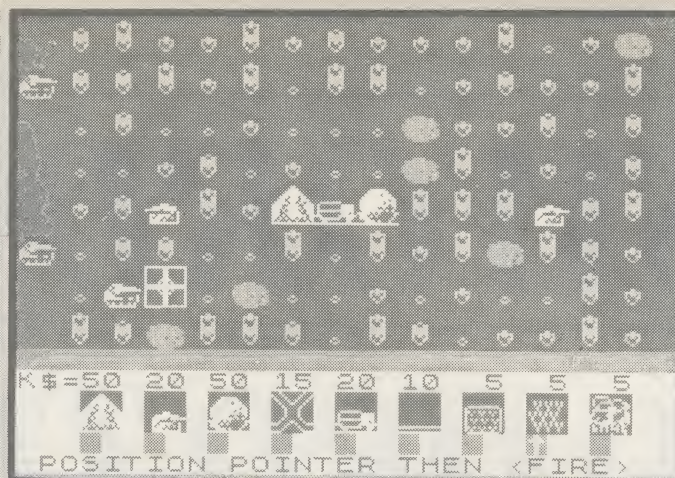
torpedo.

When you do press the **Fire** button for the best effect go on to the bridge make sure you're on the surface, though. You'll see the torp ploughing through the water, near the surface, and if you're lucky there's a red



competitors. But then, **Sailing**, like CRL's **Endurance** and **Formula One** simulations, has arcade elements which breaks it out of the strategy market – and I don't mean a bunch on pin figures legging up a flat football pitch. It truly creates the atmosphere of the sea.

I for one see it as a triumph of simulation■



PRESIDENT

Here we have the long awaited (ie much delayed) **President** from Addictive. The firm still seems to be promoting all its products on the grounds that Kevin Toms did quite a good job on **Football Manager** and therefore all his subsequent programs will be equally good. Stands to reason, doesn't it?

President is a definite ego-trip for the prospective player. It's only in a game of this type that you get to control a whole country and thus make all the important decisions: how food is distributed, where to dig for oil, which countries to attack etc.

The game is split up into lots and lots of different sections, each involving relatively little, except making decisions. There are no aliens to kill or insurgent guerrillas to wurp. Yup, **President's** another strategy game.

Everything happens, logically

enough, in a cycle of months. At the end of each month you're informed as to exactly what the rest of the World thinks of your rule, how other parties are doing and how things are

FACTS BOX

A fairly entertaining souped-up Kingdom derivative with a marginally more interesting setting. Not one for action freaks

PRESIDENT

Label: Addictive

Price: £8.95

Author: Kevin Toms

Joystick: various

Memory: 48K/128K

Reviewer: *Jim Douglas*



SINCLAIR USER CLASSIC

flash and the quarry will start to sink. If you hit it on the bows or stern the other ships in the convoy may rally to protect it and come after you with depth charges.

If you're counter attacked you dive. Blow all tanks, go as

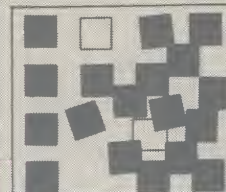
deep as you can and stop engines. Run silent, run deep, as I'm sure Robert Mitchum said in one of his films. In this situation the map station becomes the most important part of the Conning Tower. Push the joystick to the right and the little commander standing in front of the periscope will move to the map station. Press **Fire** and an overview of the coastline with radar scanning of ships in the area and your position will be flashed on to the screen. You can also zoom in on particular features of the map using a box cursor. That's useful if you want to find places to hide around the coastline or if you're in deep water and can't use the periscope to see where you are.

Silent Service is the most powerful, convincing, simulation game I've seen for some time.

At first sight it seems hopelessly complex but, once you read the two poster-sized instruction inserts, which include an enemy ship spotting chart you'll see that convoy bashing at its simplest level is easy. Then you can begin to progress and use more of the simulations facilities to become a terror of the Japanese shipping lanes.

You'll also be able to take on one of the five special missions outlined in the instructions. The situations include circling around a convoy to make an attack, patrolling enemy waters at night on the surface attacking while submerged and escaping from a burning flotilla in shallow waters. All the situations are crushingly difficult and require mastery of this excellent simulation as well as a great deal of patience. I was completely captivated■

STRATEGY SIMULATION



REVIEW

generally going. Every twenty-four months (bi-annually) there is an election. Obviously, smarter players will make all the tougher, more unpopular decisions just after an election and bolster public support with a few vote-winning choices toward the end of your term of office.

Finding yourself in a fairly stereotypical middle-eastern country, oil plays a big part in the state of the nation. Indeed, most of the action takes place in oil-orientated areas. The entire country is shown on the screen along with tokens denoting tanks, oil production plants, storage tanks, roads, crop areas and suchlike. You can survey areas for oil and, where necessary, plant a production rig.

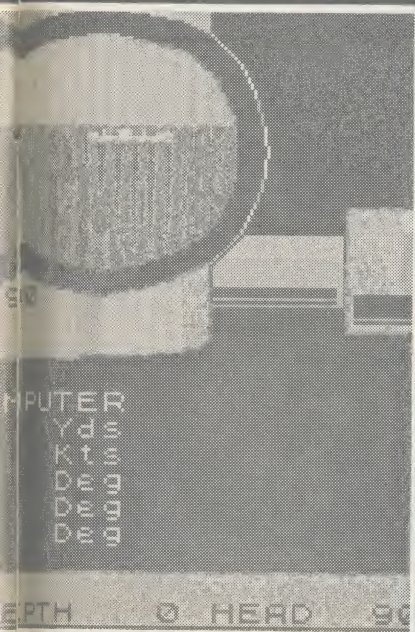
You can also lay down roads and crossroads, aiding transport of goods and food. Occasionally a nasty neighbouring country will launch an airborne assault on your oil fields which is usually a bit of a setback. It's possible to deplete the magnitude of such attacks by careful positioning of anti-aircraft guns that can blow away any unwanted flying types.

Ground attacks will be initiated by outside forces too, and you will have to guide your tanks into battle to protect your land. Such escapades are in fact a bit weedy as the UDG's jump around rather unconvincingly. One could probably say this section was the token graphics/action part of the game, but that would be totally unfair wouldn't it?

Just as getting your people and crops blown to pieces by enemy jets and tanks is sure to lose you votes, so is the mass starvation of your people or unquelled outbreaks of Malaria, TB etc.

Importing military goods and oil-drilling gear is possible too.

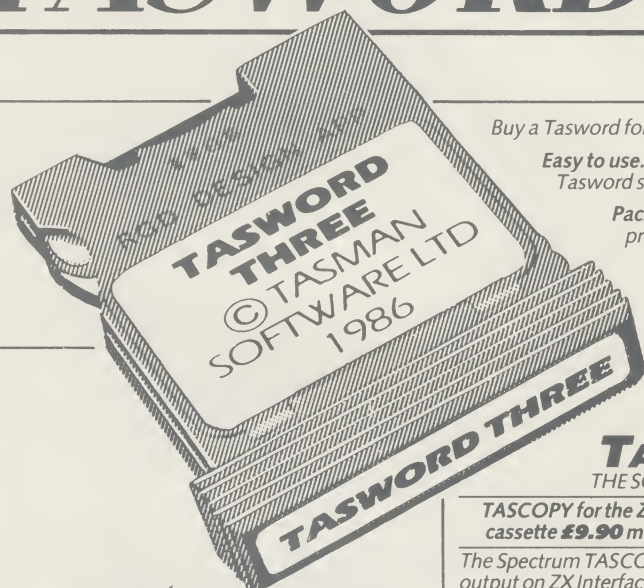
President is certainly a very complex game. It's no great shakes graphically but you could argue that that is what strategy games are all about. It really all boils down to being yet another derivative of the ancient **Kingdom** games. Keep the people happy while running a country. If it's your scene, it'll probably be quite exciting. And fans of Kevin Tom's previous efforts will find much to admire and generally go ape■



TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



Buy a Tasword for your Spectrum and get a word processing program that is:

Easy to use. Just load the program and type in your text. If you do need help then it's there on the Tasword screen.

Packed full of features. The new generation of Taswords set a new standard in word processing on the Spectrum computers.

Designed for YOUR computer. There is a Tasword for each Spectrum computer. Each Tasword is designed to make the best use of the keyboard and memory on your Spectrum.

ZX SPECTRUM TASWORD TWO THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum
cassette **£13.90** microdrive cartridge **£15.40**

"Without doubt the best utility I have reviewed for the Spectrum"

HOME COMPUTING WEEKLY APRIL 1984

"If you have been looking for a word processor, then look no further"

CRASH JUNE 1984

With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum
cassette **£9.90** microdrive cartridge **£11.40**

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1
cassette **£9.90** microdrive cartridge **£11.40**

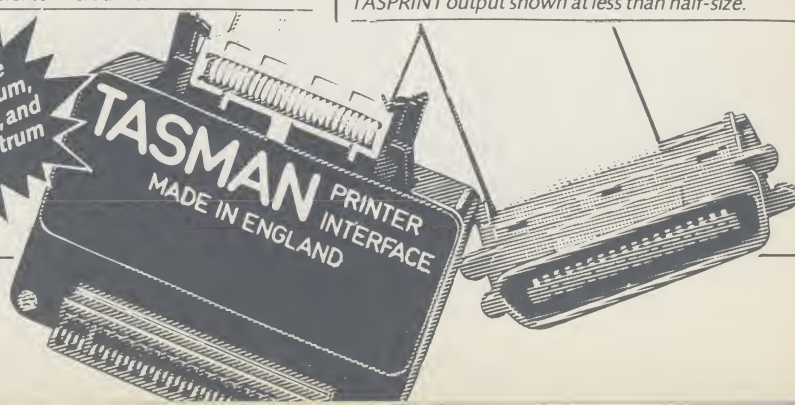
The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and
microdrives. Cassette **£9.90**

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

Compatible
with Spectrum,
Spectrum+, and
128K Spectrum



TASMAN PRINTER INTERFACE

TASPRINT PRINTER INTERFACE for the
ZX Spectrum **£29.90**
RS232 Cable for ZX Interface 1 **£14.50**

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

AMSTRAD DMP 2000	NEC PC 80238-N	BROTHER M1009
EPSON FX-80	MANNESMANN TALLY MT-80	BROTHER HRS
EPSON RX-80	STAR DMP 501/515/5610	SHINWA CP-80
EPSON MX-80 TYPE III	COSMOS-80	DATA PANTHER
		DATA PANTHER II

COMPACTA - bold and heavy, good for emphasis

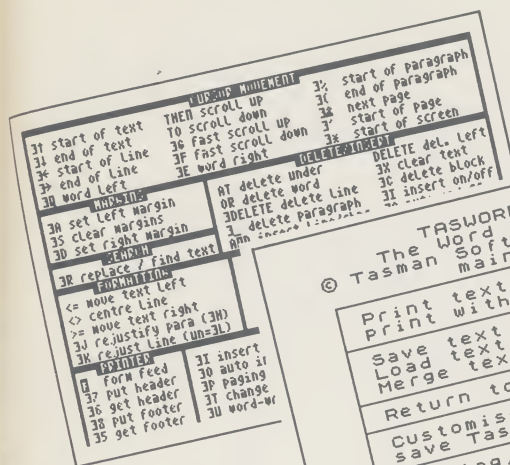
DATA-RUN - a futuristic script

LECTURA LIGHT - clean and pleasing to read

MEDIAN - a serious business-like script

PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.



TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986
Print text file
Print with Data merge
Save text file
Load text file
Merge text file
Return to te
Customise pr
save Tasword
catalog/chan
into Basic
0 words
1 lines
0 char
20977

TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986
start at line (1)
finish at line (last)
number of copies (1)
line spacing (1)
continuous / single
at page (N)
FF at header (N)
Print page number
Print top or bott
at middle / side
start page num
left margin
FF after printer
Press: ENTER fc
OR to st
AT at ar
EDIT to

TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986
start at line (1)
finish at line (last)
number of copies (1)
line spacing (1)
continuous / single
at page (N)
FF at header (N)
Print page number
Print top or bott
at middle / side
start page num
left margin
FF after printer
Press: ENTER fc
OR to st
AT at ar
EDIT to

TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986
start at line (1)
finish at line (last)
number of copies (1)
line spacing (1)
continuous / single
at page (N)
FF at header (N)
Print page number
Print top or bott
at middle / side
start page num
left margin
FF after printer
Press: ENTER fc
OR to st
AT at ar
EDIT to

Mr J H Shears,
17 High Street,
Lockton Bay,
Lancashire. LA7 6LK

Dear John, Thank you for your letter of the 15th January. I have corrected the first draft of the article and I have incorporated your suggested changes. It is a good thing that TASWORD has a find and replace facility! You will see from the enclosed printout of the corrected draft that I have also made some other improvements. They are an improvement.

Line 11 col 7 [R] on [U] on [I] insert off [P]g/Bk off [E]dit=help

THE TASWORD WORD PROCESSORS:-

TASWORD THREE – for the ZX 48K Spectrum – Microdrive £16.50

TASWORD 128 – for the ZX Spectrum 128 – Cassette £13.90

TASWORD PLUS TWO – for the ZX Spectrum + 2 – Cassette £13.90

TASWIDE THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum
cassette **£5.50**

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc **£19.50**

ZX SPECTRUM 128 TASWORD 128 THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128
cassette **£13.90**

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long – this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL

QL is a trademark of Sinclair Research Ltd

TASCOPY QL THE SCREEN COPIER

TASCOPY QL for the Sinclair QL
microdrive cartridge **£12.90**

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL THE STYLE WRITER

TASPRINT QL for the Sinclair QL
microdrive cartridge **£19.95**

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

Available from good stockists and direct from:

Tasman

SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number:

NAME _____
ADDRESS _____

ITEM

PRICE

£

£

£

£

Outside Europe add £1.50 per item airmail.

TOTAL £

Telephone Access/Visa orders: Leeds (0532) 438301

Please send me a FREE Tasman brochure describing your products for: Spectrum _____ QL _____ MSX _____ Amstrad _____ Commodore 64 _____ Tatung Einstein _____

SU

Overseas: The following distributors of Tasman products may be contacted for the address of local suppliers. Many products are supplied in translated form. FRANCE & SWITZERLAND: Semaphore Logiciels, CH 1283 La Plaine, Geneva. SCANDINAVIA: Kelly data, Postboks 43, Rektad, Oslo. NETHERLANDS: Filisoft, PO Box 1353, 9701 B Groningen. GERMANY: Profisoft, Suthausen Str 50/52, D 4500 Osnabrück. BELGIUM: Easy Computing, Avenue Guillaume Leclercq 30, 1160 Brussels. PORTUGAL: Informova, Campo Grande 28 4 A, 1700 Lisbon. AUSTRALIA: Dolphin Computers, 99 Reserve Road, Artarmon, New South Wales 2064. NEW ZEALAND: Software Supplies, PO Box 865, Christchurch. U.S.A.: Ramex International, 17620 26 Mile Road, Washington MI 48094

MURDER

off

MIAMI



Murder off Miami is the latest product to flow from the fertile pen of Delta 4's Fergus McNeill and is being marketed by CRL. As with previous Fergus productions, the programming problems have been left in the capable hands of Gilson's authoring programmes: Quill and Illustrator.

Unlike our Fergy's most recent forays into adventure writing, **Murder off Miami** is not a pastiche, although it does owe its genesis to a book. The original was one of an interesting little series put together by thriller writer Dennis Wheatley (grandfather of Dominic, one of the creatures behind Eureka! back in the 1930s).

You get a large format book which was ostensibly a real police report of a murder investigation. In the book, you had all the memos, scraps of paper and transcripts of interrogations plus all the clues - either in photographic form or in reality - hair, blood, bullets. There were even little plastic bags with cigarette ends and fibres from under corpses, fingernails! You had to wade through this little lot and work out whodunnit. Anyone interested will soon be able to pick up a copy as the series is being republished in the summer.

The books were perfect for adventure games it's a surprise that nobody thought of computerising them before.

You play the part of the Detective Kettering. You get the same evidence as contained in the book, although it's presented in different forms. Documents are shown as text on screen, objects are pictured - if you're bright enough to spot them.

So what's the crime? Bolitho Blane, British financier, gets himself dead in mysterious circumstances while on a pleasure cruise off Miami, Florida - Miami Vice territory, only 50 years too early, so don't expect designer labels in this one.

You get a plan of the cabin on the yacht, showing where everybody was supposed to be at the fateful hour. Around the plan are pictures of the dramatic personae - people involved - in other words, the suspects.

You start in your office on dry land. There are various objects you might want here, but don't stay too long or you're boss gets naked and fires you. Grab your magnifying glass, read the memo telling you of the suspected crime and cable somebody hands you, then get moving down to the docks to meet the returning holiday yacht.

Once you get on to the yacht all the suspects are gathered in the lounge. Quiz each of them using commands like ASK - SAY TO - or TELL.

The characters may answer, but as most of them are snooty old buffers, they all have their own strong personalities and will only tell you their stories, in reams of text, after



▲ Just a selection of the possible suspects in the mysterious case of the death of Bolitho Blane

some genteel persuasion. They may not tell lies but most stop a long way short of telling all. You are advised to examine everything very carefully. And, as with games sporting similar plots, you can interrogate suspects and witnesses to find out why they know, by typing 'ask x about y'.

The text parser is a little limited but the plot is devious as one would expect from a combination of Dennis Wheatley and Fergus. I think, though, that the spelling and grammar can only be blamed on Fergus - I'm sure Mr Wheatley knew how to spell 'scandalous' and it's not scandalous.

Quibbles like that aside I suspect that **Murder Off Miami** is going to be dragged into all the big line-ups pretty soon.

As for Fergus - book him murder one (of the English language)! ■

evening. As she was an hour and three quarters out when radio was despatched she should be in about 10.30pm. Meet yacht and undertake investigation.

READ RADIOGRAM
1200 PADIAT AIRPAD.
1200 GOLDEN GULL
REMIIRADIO 12 8 2045
POLICE HEADQUARTERS MIAMI FLA
BOLITHO BLANE COMMITTED
SUICIDE STOP
RETURNING PORT IMMEDIATELY
ROCKSAVAGE



Kettering's office was untidy. His desk was by the window. To one side was a heavy steel filing cabinet and a small table. A glass door opened out onto a corridor. A hatstand stood against the far wall, and a small bin was beside the desk.

More...

FACTS BOX

A compelling, if implausible, plot. Not one of Fergus' best but the poster's good fun and it'll take quite some solving.

MURDER OFF MIAMI

Label: CRL

Authors: Jason Summer-ville and Fergus McNeill

Price: £7.95

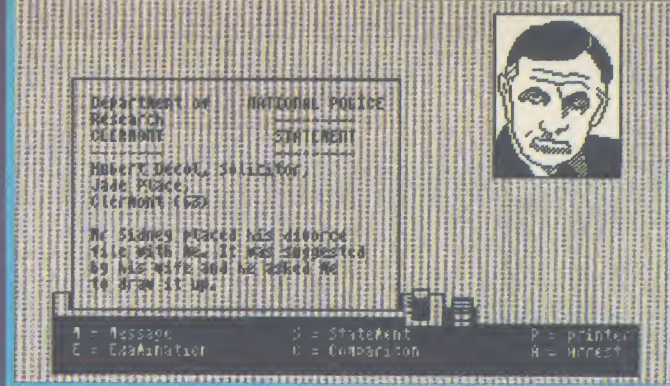
Memory: 48K/128K

Reviewer: Gary Root



Vera Cruz part II. **Sidney Affair** is more of the same. Obviously **Sidney Affair** inevitably lacks one feature that got **Vera Cruz** a Classic – it was genuinely original.

This one simply gives you two scenes for the murder setting and, obviously a different plot.



ADVENTURE



REVIEW

SIDNEY AFFAIR

Having said that it really is a lot of fun to play, and in the pure pleasure of puzzle solving it outrates most conventional adventures.

Like **Vera Cruz** there are two sections to the game, loaded separately. In the first you must 'scan' the scene of the crime for clues.

Scene one is a street scene – someone has been murdered and is lying sprawled on the pavement. You move a magnifying glass-shaped icon around the screen – press the space bar to get a 'snapshot' of anything interesting. If there is anything interesting it gets highlighted in a window at the bottom of the screen and basic details appear – write them down or print them out, they are the beginning of your investigations.

From the first screen you can discover, among other things, the name of the murdered person, where he lived and the names and addresses of some of the people they knew.

Want a clue? There is someone called Sidney in the game...

The second picture shows the setting from which the shot was fired – more clues here. Both pictures are well done, with a good deal of detail. It has to be said, however, that on our grotty television seeking out likely looking objects was as much a matter of luck as judgement. I came away with a telephone number and around



three names. I discovered the type of cartridge used, and a cigarette presumably smoked by the killer...

In Part Two of the game you consult the French police computers and get into contact with a variety of sources in an effort to build up information from your initial discoveries. There are various ways you can use the computer system. In each you need to specify where

the information is to be found, who should be contacted, and the question you need answered. It's nicely presented, like **Vera Cruz**, with a simulation of a computer terminal which prints up a picture of witnesses as you speak to them – it's very well done. (But not as well as the mysterious photo of the kiss in Part One...)

I managed to find a lawyer who had been involved in some very relevant divorce proceedings and learnt some boring facts about the bullets. The way information must be 'assembled' and the way one path of investigation suddenly throws unexpected light on another set of facts is, I would imagine, a lot like real police investigative work. Certainly it is considerably more exciting and addictive than 90% of adventures.

There is one obvious problem with this program, though, fundamentally inherent in the idea – you can only solve it once. This was true of **Vera Cruz** and is essentially true of most conventional adventures – even those that pretend there is additional fun to be gained from

wandering around aimlessly after you've scored 100%.

If you liked **Vera Cruz** then the message is simple, buy this one.

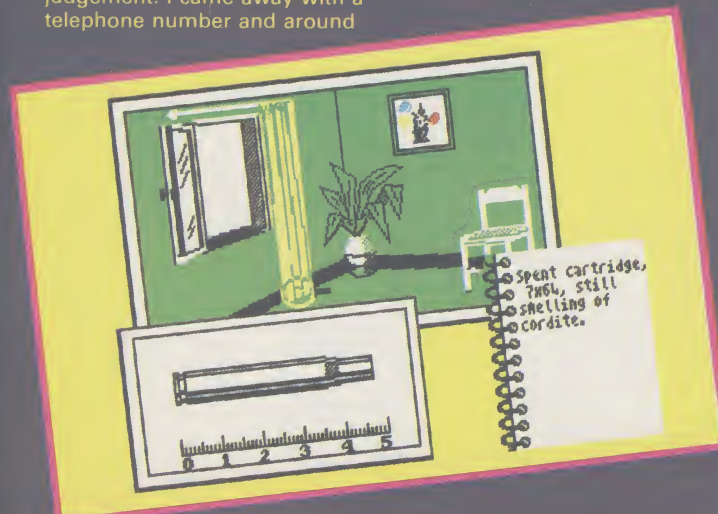
It has all the same ingredients with a few extras. If you like solving adventure puzzles you could well find this an interestingly different challenge.

FACTS BOX

Vera Cruz rides again but this is a welcome program for all that. Fascinating and involving effort from over the channel

THE SIDNEY AFFAIR
Label: Infogrames
Author: Giles Blancon
Price: £8.95
Memory: 48K/128K

Reviewer: Graham Taylor



Another Great Compilation from Beau Jolly!



Only
£6.95

Spectrum/Commodore/Amstrad – Cassette **£6.95**

Commodore/Amstrad – Disk **£11.95**

Tell your friends also available for BBC, Electron & C16/Plus 4 Computers
(Titles may vary by format)



The name behind the great games

Beau Jolly Ltd., 29A Bell Street, Reigate, Surrey RH2 7AD. Tel: 07372 22003

COMPETITION

MEET A MAD PERSON!!

If you've ever wondered what sort of mind it takes to come up with such excruciating puns as The Leaning Tower Pizza (made of pizzas) then this competition is the one for you.

Gremlin's series of *Monty* games features some of the most unbelievably strange ideas in microcomputing history and we've decided that it's time to unmask the culprits.

Simply by answering the simple questions below, you will have the chance of winning an all-expenses-paid trip to sunny Sheffield to meet the Gremlin Team, programmers *et al*. You'll be allowed to grill them as to exactly what goes on in the later stages of the games that you never quite managed to reach. You'll be wine'd and dined in one of

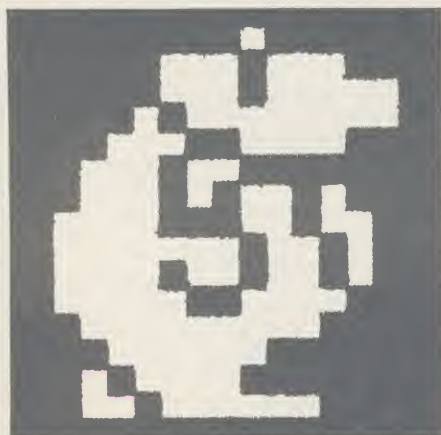
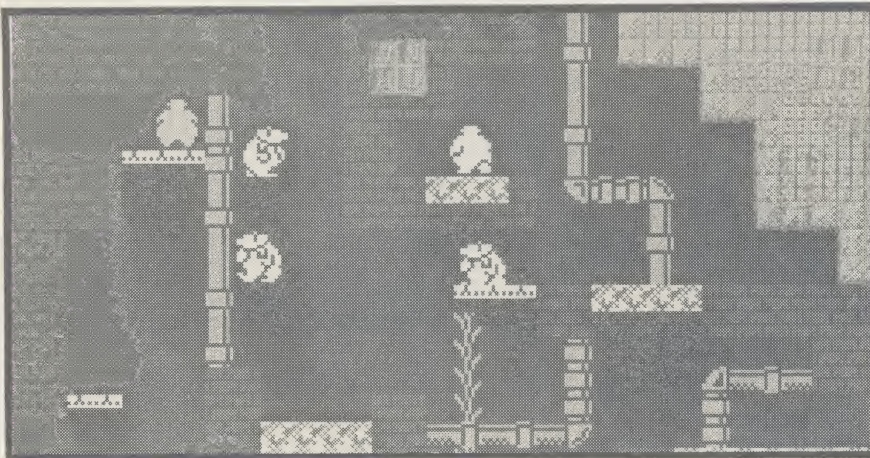
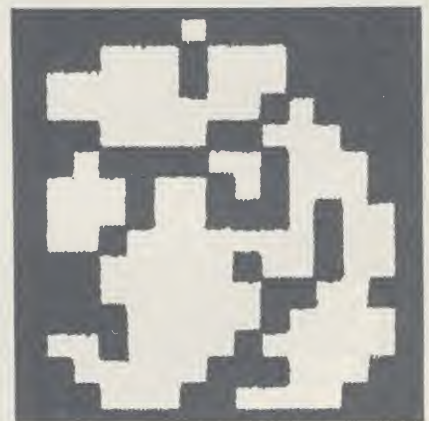
the finest eateries that Sheffield has to offer you'll be shown around the Gremlin offices and see how one of the UK's top software houses works.

You'll also be presented with the much sought after Gremlin Goodies Bag, containing the following barmy items:

- A copy of the new Gremlin game, *Auf, Wiedersehen Monty!*
- A Gremlin T shirt!!
- A Monty Poster!!!
- A Fantastically cuddly toy Mole!!!!
- A set of extremely rare Monty Postcards!!!!

And you'll also get to bring a mate of your choice along with you if you wish.

Twenty runners up will also receive the game and a poster each.



What you have to do

Fill out the answers on the form below and send it to: "Send Me To Sheffield Compo", Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

The Questions:

1) Are Moles: (a) Deaf ☐ (b) Blind ☐ (c) Dangerous when baited ☐ (tick one box)

2) Pick the false well-known personality (a) Adiran Mile ☐ (b) Micky Mole ☐ (c) Molesworth Jnr. ☐ (tick one box)

3) How many legs does a mole have 4 (a) ☐ 2 (b) ☐ 5 (c) ☐ (tick one box)

4) Pick the adjective that best describes these questions (a) pathetic ☐ (b) perposterous ☐ (c) quite reasonable ☐ (d) a bit tricky ☐ (e) too tough ☐

Name
Address
.....
.....

Vulcan, by the author of Anhem and Desert Rats, simulates the Tunisian Campaign in 1942-43 from the arrival of the 'Torch' Task Force and their race for Tunis, to the final battle of 'Operation Vulcan'. **Game Features:** Hidden movement on a mountainous terrain, scrolling map, 5 scenarios, air attack phase, strong computer opponent and 5 armies.

VULCAN



SPECTRUM 48K & 128K - £9.95
Available Mail Order by return from
Cases Computer Simulations Ltd.,
14 Langton Way, London SE3 5TL.
Tel: 01-858 0763 & W. H. Smith

ADVERTISEMENT INDEX

Addictive Games.....	14	Micronet.....	111
Advance Software.....	51	Midcomp.....	10
Alligata.....	7	Micro-Gen.....	48
Applied Technology.....	10	Megasave.....	18
Bargain Software.....	62	National Software Library.....	80
Beau Jolly.....	94	Nobles.....	80
Bits & Bytes.....	60	Ocean.....	IBC, OBC, 36, 72, 57
Cheetah.....	100	Romantic Robot.....	7
Cut Price.....	60	Selec.....	60
Dataskip.....	43	Shekana.....	60
Datel.....	74	Summit.....	43
Domark.....	26	Specialist Computer Repair Centre.....	109
Durrell.....	34, 35	Tanglewood Software.....	60
Electric Dreams.....	IFC, 3, 76, 77	TK Computer Ware.....	43
E & J Software.....	80	Tasman.....	91, 90
Faculty Enterprises.....	60	Teamwork.....	84, 85
Gargoyles Games.....	39	Transform.....	67
Gilsoft.....	10	US Gold.....	6, 42, 63
Goel.....	7	Verron.....	17
Gremlin.....	31	Videovault.....	107, 106
Keep Publishing.....	80	Vulcan.....	99
Logic Sales.....	18	Walkers.....	43
Mancomp.....	111		

SPEECH SYNTHESISER PROGRAM for Spectrum 48K. Outputs speech through Spectrum's own loudspeaker. Runs completely from Software. Unlimited vocabulary. only £3.99 from: SMB Software, Dept. SU, PO Box 38, Inverness IV1 1GA.

SCOTLAND! Don't send South for repairs keyboard faults £12.00 Any other £18.50 Send computer with Cheque PO and brief description to:- C.C.I. Electronics, 113, 115 High Street, Cowdenbeath, Fife. KY4 9QJ.

WANTED. UTILITY DISC FOR BETA DISC Interface 40 or 80 Track. Interface is early, not Najic button. Will pay. Tel: Worthing (0903) 200111 or Write Bond, 38, BN14 7BW

ZX 48K INTERFACE 1, M drive, Benson recorder, Kempston, centronics 1F and lead plus Logic 3, Tasman WP, Master File, MF Print set up for Silver Reed Typewriter, all instructions, many extras £185. Tel: 01 574 7507.

THE DISCIPLE ONLY £79.95 inc VAT and carriage! Save £10 on R.R.P. Superb new Spectrum interface (see reviews). Magnum micro supplies, 17 Devonshire Street, Accrington, Lancs. Tel: 0254 392220.

LOOK! Spectrum 48K plus SAGA Keyboard £300 of Software, Joystick interface, light pen, robot, Spectrum only £150. Tel: 01-397-6119.

FREE MEMBERSHIP Spectrum Software Hire, latest titles originals only. Send a SAE for your membership kit to: Spectro-hire, Spectrum Software Club, 27 Colville Terrace, Nottingham NG1 4HL

48K SPECTRUM, OPUS 3 1/2" disc drive, Ibico letter quality printer, ZX printer, cassette deck, 4 discs, lockable container, all connecting ribbons, £250 of popular software utilities - all perfect £450 ono. Tel: (0222) 790327.

ROTRONICS DOUBLE WAFADRIVE with word processor program and blank 64K Wafa. Unwanted Xmas present therefore unused and still boxed. A half price bargain at only £50. Telephone 0782 46632 evenings.

SOFTWARE EXCHANGE. Swap your used programs. Free membership. Huge program base. Spectrum and CBM 64. Hundreds of satisfied members. SAE for fast response and details. UKSEC (SU) 15 Tunwell Greave, Sheffield S5 9GB.

HELP! I'm looking for white lightning. I will swap over £100 of original software for it. If you can help send SAE to Richard, 1 Brucehaven Road, Limekilns, Fife, KY11 3HY.

FOR SALE: SPECTRUM VTX 500 Modem plus QL parallel printer interface. Both items boxed with manuals and fully working. £15 each. Please phone (0308) 56945 evenings.

AT LAST THE REAL McCOY



FOOTBALL DIRECTOR



ONLY AVAILABLE ON SPECTRUM 48K OR +
FOUR LEAGUES: 20 TEAMS EACH: 38 GAME SEASON: HOME + AWAY: FA LEAGUE CUPS: REPLAYS: EUROPEAN U.E.F.A CUP WINNERS CUP: 2 LEGS: AGGREGATE: PENALTIES: PLAYERS: MORALE: SKILL: FIELD POSITION: SCORED: CONCEDED: PLAYED: FIXTURE LIST: PWDLFAPts: SCOUTS: COACH: PHYSIO: YOUTH TEAM: GAMBLE: SUBSTITUTIONS: SENDING OFFS: POSTPONEMENTS: MIDWEEK GAMES: MORE THAN 1 WEEK INJURIES: FREE TRANSFERS: RETIREMENTS: BUY SELL SHARES: 3 PLAYER TRANSFER MARKET: INTERNATIONALS: EUROPEAN TOURS: 3 LEVELS: MANAGER RATES: £1,000,000 PLAYERS: PRINTER OPTION: 8 RESERVES: PROMOTION: RELEGATION: WEEKLY NEWS: BORROWING: MORTGAGE: SAVE GAME: INTEREST: TAX: SPONSORS: FULL RESULTS: SEASON TICKETS: NEXT GAME: GATE MONEY: SEASON COUNTER: TV CAMERAS: CROWD VIOLENCE: MANAGER APPROACHES: TESTIMONIALS: WEEK'S PROFIT: LMTG COUNTER: WAGES: INTERNATIONAL COMMITMENTS: NAME TEAM EDITOR: LEAGUE TITLES + MUCH MORE

2 PLAYER SUPER LEAGUE

MANY OF THE ABOVE FEATURES BUT 2 TEAMS CAN PLAY IN THE SAME OR DIFFERENT DIVISIONS: INCLUDES LOCAL DERBYS: LOAN FREE TRANSFER + CASH SETTLEMENTS: INCREASED TRANSFER MARKETS: MANAGER OF THE MONTH AND TOP SCORER LEAGUE

INTERNATIONAL MANAGER

QUALIFYING GROUPS: WORLD CUP: EUROPEAN CUP: TOURS: BOOK YOUR FIXTURES: FRIENDLIES: HOME + AWAY: MATCH REPORTS: SUBSTITUTION: NEXT FIXTURE: PLAYERS: MORALE: FORM: TALENT: CONSISTENCY: CAPS: AGE: AVAILABILITY: SUSPENSION: INJURIES: RETIREMENTS: SCORED: WORLD RANKING: SEASON COUNTER: EXTRA TIME: PENALTIES: SAVE GAME AND PRINTER OPTION: BOOKINGS: SENDING OFFS + MUCH MORE

RECORDS FILE

COMPATIBLE WITH ALMOST ANY LEAGUE TABLE: ESPECIALLY DESIGNED FOR FOOTBALL DIRECTOR & 2 PLAYER SUPER LEAGUE: ENTER YOUR END OF SEASON DATE AND IT WORKS OUT: BEST TEAMS: TEAMS AVERAGES: RECORDS: TITLE WINS: HOW MANY SEASONS PLAYED AND OTHER INFORMATION (This is not a game)

PLAYING TIPS

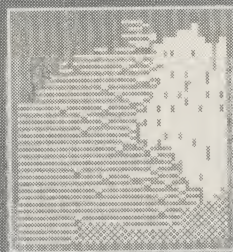
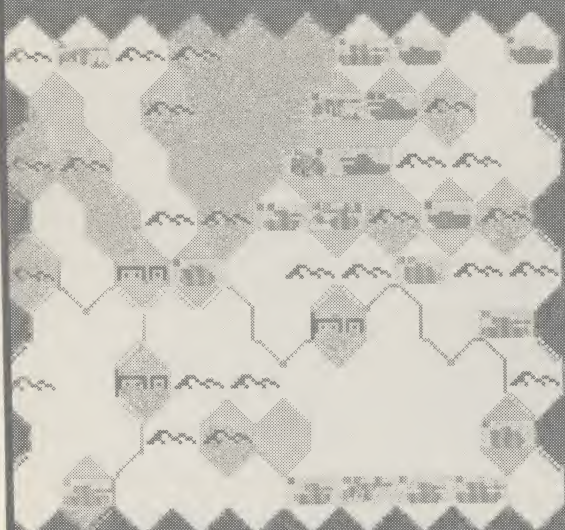
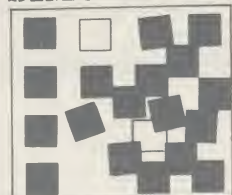
ALL THE TIPS YOU NEED TO WIN AT EITHER FOOTBALL DIRECTOR, 2 PLAYER SUPER LEAGUE OR INTERNATIONAL MANAGER **£1.00**

**EACH GAME £4.99 ANY TWO £9.50
ANY THREE £14.00 ALL FOUR £18.25**

Enclose Cheque/PO + Large SAE with 20p stamp attached per cassette

D & H GAMES

**19, MELNE RD, STEVENAGE, HERTS, SG2 8LL
MAKES THE OTHERS LOOK LIKE THE SUNDAY LEAGUE**



BATTLEFIELD GERMANY



PSS has published a number of wargames over the last couple of years, some of which have been pretty good, and some of which have been downright diabolical.

So **Battlefield Germany** came as a more than pleasant surprise. It is, quite simply, the best game I've seen yet from PSS, and very possibly one of the best five wargames I've ever seen on the Spectrum.

Battlefield Germany is a simulation of combat between NATO and Warsaw Pact forces in central Germany. Either one or two players can participate: if only one is playing, then the computer takes the opposing forces, whichever the player chooses not to be.

Most of the screen is taken up with a tactical map, showing a detailed section of the whole playing area. This is divided up into hexagons, each of which is 30 miles across. Marked on the map are various terrain features – forests, hills, urban areas, mountains and so on. Also shown on the map are the units of each side. Each hexagon covers a lot of ground, so up to four units can occupy the same one. The top unit only is visible, and the presence of others in the same hex is indicated by dots on that unit – up to four.

The units have on them very clear icons showing what type they are – infantry, mechanised infantry, armour, armoured

cavalry, airmobile troops, paratroops or mountain infantry. Which side they are is shown by which way they face.

Above the map is a message strip which is used to display game information – what turn it is, what the relative victory point score is, whose turn it is presently and what phase of the turn it is.

To the right of the map is a smaller, strategic map which shows the whole playing area, which runs from Denmark in the north to Switzerland in the south, and as far west as France. Small coloured dots on this map indicate where forces are located.

Below this strategic map is a display area. This shows what units are in the hex being currently inspected, their combat strengths, their type,

supply level and units designation and nationality.

To move a unit, you place the

FACTS BOX

A magnificent simulation of a fascinating topic. Graphics are excellent and gameplay is challenging. Buy it

BATTLEFIELD GERMANY

Label: PSS

Author: In house

Price: £9.99

Memory: 48K/128K

Reviewer: *Gary Cook*



cursor over it on the tactical map, hit the select button, then move it to wherever you want it. To attack, you use the cursor to select who will conduct the attack and which adjacent enemy unit they will attack.

Graphically it's superb. It's easily one of the best looking wargames I have ever seen.

Play is smooth and challenging, and I am certainly looking forward to sitting down to a long session with this one.

If PSS can repeat this, then I for one am going to be well chuffed ■

**£1.00
OFF**

MURDER OFF MIAMI

Send coupon to: Murder Off Miami Smash Offer, 9 Kings Yard, Carpenter's Road, London E15 along with a cheque/postal order for £6.95 made payable to CRL Group plc. Offer closes April 30.

**SU
SMASH OFFER**

The American firm Sharp's Inc, based in Mechanicsville, Virginia has released in the UK, via TK Computerware, four new strategy wargames. I have to admit that Sharps is not one of the American wargames publishers that I've come across before, but I'm glad I've had the chance to look at some of their products.

Three of the games are based on historical campaigns which took place during the Second World War. They are War in the East, which recreates Operation Barbarossa, the German attack on Russia in 1941; Ardennes, based on the last major German offensive of the war, in late 1944, and Fall of the Third Reich, which simulates the last few months of the Nazi empire and ends in the fall of Berlin. The other program, Britain Invaded, is based on the proposed German seaborne invasion of England.

All four games share certain elements and, judging by the name of the first program which loads in each case, War, I suspect they've all been written using the same basic authoring system. Because of this I'll explain the general game system first before looking at the individual programs.

All four are one-player wargames. All of the games use a square grid overlayed on the map – you can't actually see it, but it regulates movement and combat. Units have to be next to each other to attack, and move across the map square by square, using up their allotment of movement points for each turn. Diagonal

movement, I'm afraid, you'll find is not allowed.

The exact type of unit differs from game to game, but falls into two basic categories, infantry or armour. The combat mechanism in each of the four games is the same. Units have to stop when they enter a square next to an enemy unit, and the player can then decide whether or not to engage in combat. Units vary in strength, but what you're trying to do is get as many strength points as you can attacking the same enemy formation. The more you outnumber the enemy by, the better the chance of destroying the target unit without loss to your own troops.

Combat can be affected by terrain – defenders in towns, woods, mountains, swamps or fortresses will be stronger. The computer calculates the odds and the plusses then generates a random number from one to six. Depending on a the final score, the attacker or defender of both might have to retreat, one or the other might be totally destroyed, or a unit from each side might be eliminated.

This underlying game system then, is fairly simplistic, but it plays remarkably well nonetheless.

The computer 'opponent' seems to be a reasonably tough challenge, although there is only the one level of difficulty.

My main complaint about the game system is that if a unit is next to an enemy unit, it can't move, so it's easy for your units in to be pinned down. One enemy formation could hold up three or four

ARDENNES

Subtitled 'The Battle of the Bulge', which doesn't mean that it's got anything to do with weight loss. Towards the end of 1944, the Allied armies in the West were pushing the German forces out of France and into Germany. The front had stabilised roughly where it had been during the phony war of 1940, before the Blitzkrieg overwhelmed Holland, Belgium and France. The Germans effectively tried to recreate the success that led to the Fall of France and the evacuation at Dunkirk, by driving through the Ardennes forest and cutting the Allied armies in two.

After initial success, the attack collapsed, largely due to almost total Allied control of the air.

Now you have the chance to



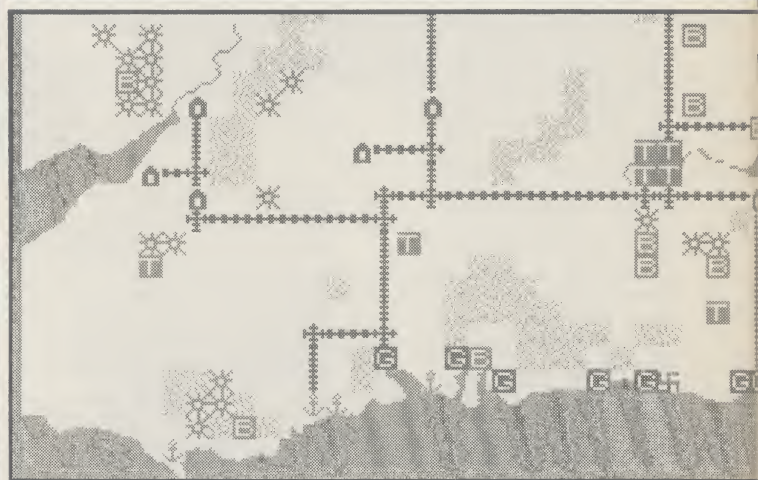
▲ The tanks attack take command of the German force and see if you can succeed where Hitler's generals failed. At your command you have various formations, including infantry and armour. Against you is a similar force. You have to punch through the Allied armies and capture as many of the towns to the west of their lines as you can.

While such an idea should lead to a very fluid, mobile game, in this case it doesn't. Because of the combat system, one allied unit can easily hold down three or four if not more German formations. And the map is just too full of rough terrain for any real Blitzkrieg to develop.

Historically accurate, perhaps, but dull nonetheless.

It's helped by the fact that it's very difficult to tell the units apart, rather than give each type a letter designation, the author has chosen to identify them by number.

For some reason, it's far easier to remember that I means infantry brigade than that 4 does. I kept on thinking that the numbers referred to the actual strengths of the units concerned, which led to a number of mistakes■



BRITAIN INVADED

Operation Sealion never took place, but both the German army, the Wehrmacht, and the German navy spent considerable time preparing plans for just how Britain should be invaded, although in fact the two disagreed fairly fundamentally over the best methods.

Those plans were never used, but there is an abiding fascination with the question of just what would have happened had the Germans tried.

A number of books have been written on the subject, and at least one board wargame (Seelowe, by SPI).

After initial German successes on land, the Royal Navy swept through the Channel and destroyed the German navy and transport vessels. The German invasion force was isolated and eventually surrendered. The general consensus of opinion

among all parties concerned was that this is what would most probably have happened.

Britain Invaded sets certain premises before the game begins. Both the RAF and the Royal Navy have been effectively destroyed, so there is no opposition to the German landings in Britain. As a result, units have come ashore on a wide front, all the way along the South coast from Dorset to East Anglia. To resist them there are a few scattered British units on the coast, with more inland.

And unfortunately for the British commander, his units can't move until they're alerted: units are alerted either on a random chance or if a German unit attacks them.

The map is large, stretching from the Bristol Channel to the North Sea, and up as far as the Midlands. It scrolls quite nicely, too. On it are marked cities, ports, forests and so on, and,

FACTS BOX

Confusing – gets too bogged down in a crowded map. Historically accurate but dull wargame

ARDENNES
Label: TK Computerware
Author: Sharps Inc
Price: £9.95
Memory: 48K/128K

Reviewer: *Gary Cook*

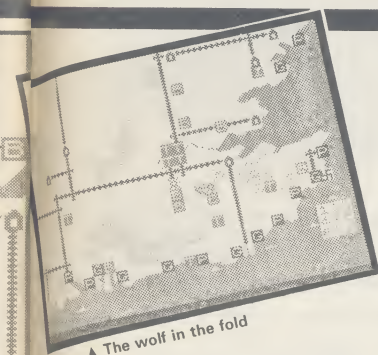


of your units in this way. Of course, the reverse is true, and you could try doing the same. I would have preferred some way of disengaging your troops, perhaps at the risk of losing some men. Tactically, though, this means that you have to keep some sort of reserve well back from the front line, ready to plug any gaps which appear.

Another point that annoyed me was the movement system. Like a lot of computer wargames, these four programs cycle through your units one by one: when a unit flashes, you can give it orders. Unfortunately, you have to move them in the same order every time: you can't skip over a unit and return to it later. This means that units can easily get trapped behind other units, and you can't move them where you wanted to.

You also have to be aware of the simplistic nature of the combat system. Often you will lose valuable units to an exchange, so make sure you get the best odds possible. Don't worry too much if one of your units gets bogged down in a sloggy match with the enemy – a result where both sides have to retreat will effectively disengage for you.

Overall the four titles are not *great* games, but they would be worth having a go at if it weren't for the price which is quite frankly ludicrous – £9.95 is too much for what you get. They *are* better though than some recent wargames. What the Americans would call 'beer and pretzels games' – good for a few hours■



more importantly for the British player, railway lines.

The British have infantry divisions and armoured brigades, and the Germans have infantry divisions, armoured brigades and Panzer divisions. The German units move faster and are tougher in combat. To compensate slightly, the British player can move his units by rail, up to 10 squares – but they can't attack in the same turn. Plus, if a German unit moves through a square with a railway line in it, the track is destroyed.

The Germans win either by controlling London or by getting hold of so many ports that they can flood units into the country. The British player has to try and destroy enemy units, contain the invasion and recapture ports.

When I played, I did really well in parts, and was launching a successful counterattack in Dorset and East Anglia. I recaptured three or four ports in about the same number of turns.

Unfortunately, the Nazi jackboot was rampaging through Kent and Sussex and London fell pretty quickly■

FACTS BOX

The best of the four TK wargames, with plenty of room to manoeuvre. Nice feel and a good map

BRITAIN INVADED

Label: TK Computerware
Author: Sharps Inc
Price: £9.95
Memory: 48K/128K

Reviewer: *Gary Look*



FALL OF THE THIRD REICH

There's not a great deal that can be said about this one. It is a simulation of the final collapse of Hitler's Thousand Year Reich.

The player controls the German forces and has to try to delay the inevitable end for as long as possible.

The map, which is one screen large, shows Germany and some of the surrounding countries, with various terrain features – cities, mountains, fortifications etc marked on.

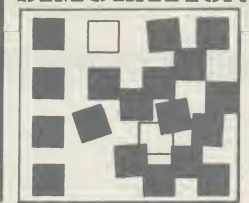
The allies, controlled by the computer, outnumber the German units considerably, and the only real option open to the player is to use the peculiarities of the game system to bog the

enemy down for as long as possible. There is no scope for any sort of grand strategy or any tactical finesse, it's just sheer bloody slog.

The Allies win the game by capturing Berlin. The Germans don't win the game, so all you can do is lose, later.

Unless the accident of fortune isolates an allied unit so that you can attack it with as little risk as possible, you would be well advised not to do any attacking at all, which makes for rather a boring game, especially since most of the time you won't be able to move any units because they'll be pinned down by the enemy.

STRATEGY SIMULATION



REVIEW

WAR IN THE EAST

War in the East recreates the initial stages of the struggle between Nazi

Germany and Soviet Russia (lets get clichéd here guys).

It begins with Operation Barbarossa, and then moves into the assault on Moscow.

The player controls the Germans, and the computer runs the Russians. The German forces include infantry and Panzer divisions. When they take damage, they suffer step reduction and become brigade size units. Further damage destroys them. The Russians have weak infantry, tougher infantry and tough tank units.

Initially, the player should launch an all out attack against the Russian front line which will effectively dissolve. Then drive on Moscow, leaving any surviving Russian units to be mopped up by your rear echelon troops. Don't let your valuable Panzer divisions take too much damage.

In addition, keep an eye on the square at the bottom of the screen. This indicates how far the German supply lines stretch to the East. Move further East and your units are out of supply, which halves their combat strength and makes them sitting ducks.

The objective of the game is to capture and hold on to Moscow. I entered the Russian capital, but was driven out in

FACTS BOX

OK, but nothing more than a straight slog. The scenario has rather been done to death elsewhere too. Expensive

WAR IN THE EAST

Label: TK Computerware
Author: Sharps Inc
Price: £9.95
Memory: 48K/128K

Reviewer: *Gary Look*



the same turn, which apparently doesn't count. By the time I got close again, the Russian reinforcements had arrived and I faced a mass of Red Army units.

Not a bad game, though very simplistic. But when I loaded it in I had an awful feeling of déjà vu, which I finally pinned down. **War in the East** looks and feels very similar to **Eastern Front**, written by the famous programmer Chris Crawford five or six years ago for the first Atari micros. Even now it beats **War in the East** hollow■

FACTS BOX

Not really worth it. A boring, repetitive slog. Especially since it turns out it's a wargame you can't win!

FALL OF THE THIRD REICH

Label: TK Computerware
Author: Sharps Inc
Price: £9.95
Memory: 48K/128K

Reviewer: *Gary Look*



SPECIAL OFFER SINCLAIR user

No longer the humble puppet of arcade games your Spectrum can control your environment.

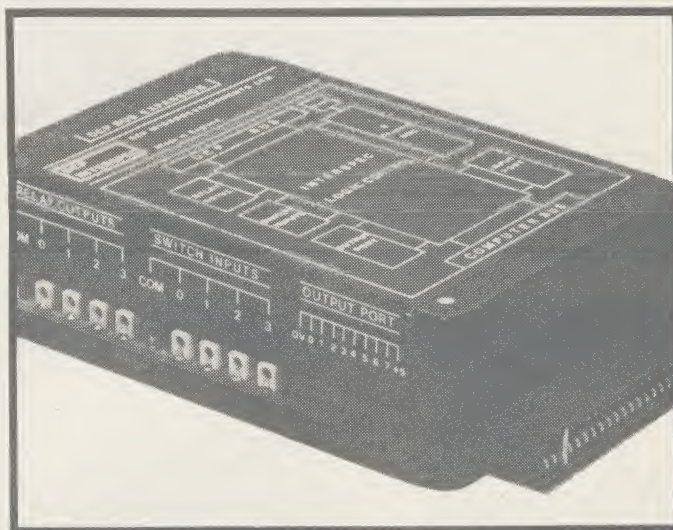
Ask it to drive your Rubot Robot, water your plants when the air's too dry, get it to switch on your lights when the night draws in or take your temperature from a thermometer and warn you if it's high.

It's all within the bounds of possibility. All you need is the DCP Interspec Cartridge and a little confidence. DCP Microdevelopments Ltd offers its Interspec control interface, normal retail price £49.95, for an incredible £29.95 + £1.95 p+p. You'll get it and the instructions to

Your Spectrum in control

operate its I/O ports, relays and output, together with oodles of information about the fascinating electronic's scene.

Don't delay, the offer only lasts until May 30th, and it won't be repeated. Fill out the coupon below, making cheques payable to DCP Microdevelopments Ltd, or phone DCP on 0480 830997 for more details of the product's enormous potential.



Please complete the following and address it to Sinclair User Control Offer, DCP Microdevelopments Ltd, 2 Station Close, Lingwood, Norwich, NR13 4AX.

Name

Address

Please send me.... Interspec packages. I enclose a cheque for £.....

Please wait at least 14 days for delivery.

A Right Royal Joystick

Cheetah MACHI+ MICROSWITCH JOYSTICK

⚙ METAL SHAFT ⚙ AUTO FIRE

⚙ +2 SELECTOR CONNECTOR

⚙ 12 MONTH WARRANTY

ONLY
£14.95

- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8 directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch MICRO SWITCH fire buttons.
- Ergonomically designed control handle with indestructible METAL SHAFT.
- Built in AUTO FIRE function.

Machi+Joystick compatible with: ● Sinclair ZX Spectrum 16K, 48K, 128K, +2

● Amstrad computers ● Commodore 64 & VIC 20 Computers

● Commodore C16 & Plus 4 Computers (adaptor sold separately)

● MSX Computers ● Atari 2600 & Atari 5200 Video Game Systems

● Atari Home Computers

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah products available from branches of

Dixons WHSMITH High St. Stores and all good computer shops.



CHEETAH MARKETING LTD.
1 WILLOWBROOK SCIENCE PARK
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF
TEL: CARDIFF (0222) 777337 TELEX: 497455
FAX: 0222 779404





Sinclair Surgery

Spectrum on the blink?
Rupert Goodwins has a cure

Oh Brother!

I have recently acquired a Brother HR 5C Printer which I was assured was compatible with my Spectrum 128. Can you tell me how to drive it through a ZX Interface 1? I can't seem to get it going at all.

I have already bought an adaptor lead for the RS232 port for the printer. Does this mean that they aren't compatible?

WKS Greenwood
Thornaby
Cleveland

● The HR 5 does work well with the Spectrum. The HR 5C is a version with a few special Commodore characters in it, but should work just as well with the Spectrum. To send text to the printer from Interface One, use these commands:

10 Format "b", 1200

20 Open #3, "b"

30 Lprint "whatever you want"

In line 10, replace the 1200 with whatever baud rate your printer is set to; if you don't know have a look at the printer manual. If you want to use Llist to list a program to the printer instead of Lprinting stuff, then replace the "b" in lines 10 and 20 with "t"

What a Din

I have just bought a second-hand Spectrum 48K and a Tandy cassette recorder, but I bought them separately. The cassette recorder only has a five-way Din socket, and the cassette leads I got with the Spectrum won't fit. Can I buy a proper lead from anywhere?

Maurice Prior
Glasgow

● Nobody that I know of sells a suitable lead, but Tandy do sell a large range of adaptors for cassette recorders. Including, I believe, a 5 pin Din plug to four 3.5 mm sockets which you existing leads will plug into. You'll have to experiment to find out which two are Load and Save signals. Load is easy, just type Load "", and play any cassette (even music). When the border starts to change colour, you'll have found the Load line. Save is more difficult, you'll have to record some data

(try Save Code 0,16384) on each lead, and listen to the resulting tape. There's a chance that the signals from the Din socket won't be suitable for the Spectrum, so you might like to try and get hold of a more recent cassette player with the right Mic and Ear sockets. It would certainly be easier

Bounce back

I have a rubber keyboard Spectrum 48k, and the keyboard is playing up. The B.N. and M keys only work with Symbol Shift, giving me '*' and, with symbol shifted extended mode, Bright, Over and Inverse.

What's wrong?

Steven Woodward
Harpenden
Herts

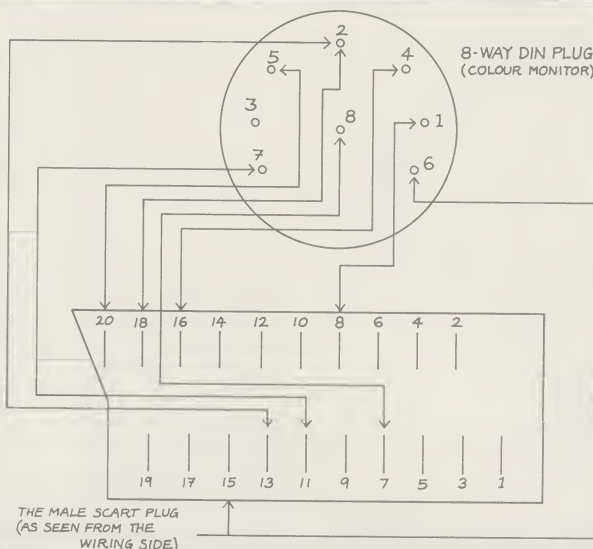
● For starters, it's probably not your keyboard itself. The fact that the keys only work when another key is pressed makes me think that it's the keyboard resistors that are at fault, but it could also be the ULA (unlikely), the keyboard diodes (very unlikely), or a crack on the printed circuit board (stranger things have happened). Unless you're happy about poking about in your Spectrum with a soldering iron, I'd take it along to a TV repair shop. As there's just been a six-part series about fixing Spectrums in the TV repair shop trade magazine (I kid you not!), they should be able to help

Socket to me

I own the Spectrum, the Cheetah Midi interface and the Datel sound sampler. Is it possible to connect them all together at once on a 48K Spectrum, but then only run one at a time? I'm sure the constant unplugging and plugging can't be any good for them or my Spectrum!

Costas Cacoyiannis
Limassol
Cyprus

● The only way to have things plugged in permanently but not active is via a bus multiplexer, a horrendous piece of electronics that nobody has ever built for the Spectrum. I think that it would be worth your while to have a look at the Ram Electronics Music Machine, which does everything your three bits do, but in one package.



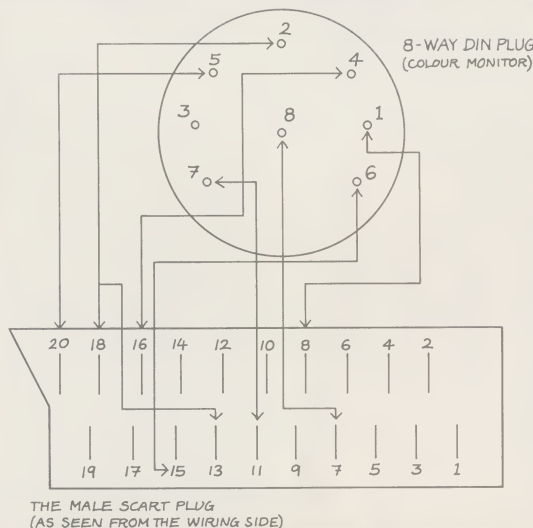
Getting Scarted

I have a Grundig P40-125 monitor TV and a QL. The Grundig has a din socket and a Scart socket. Through which should the QL be connected and which pins should be linked?

Edmund Berry
Finglas West
Dublin

● Your best bet is the Scart socket. This is a European standard and is getting very popular, so if you should ever get a different TV/monitor you will be able to use the old lead

with no modifications (so the theory goes). To make up a QL-Scart lead you'll need an 8 way Din plug (for the QL), a male Scart plug (also known as a Peritel plug), and a length of 8 core cable, which doesn't need to be shielded. Soldering dins and things is a fiddly job, and it's easy to get your fingers burnt, so you might relegate the job to your friendly neighbourhood TV repair shop. The wiring diagram is as above and below.



NEXT MONTH



SU stirring but not shaken

Farrington tube looked safe but something was wrong.

David Dangerous dived left, spinning on his heels and neatly twisting an arch through the air. He landed on his feet. A knife flashed through the air zinging into the wall where he had stood, "An assassin with a knife is no match for the old Torvill and Dean manoeuvre", he thought wryly.

David was hot on the trail of T.I.N.K.L.E. an organisation so secret nobody knew what the letters stood for. It was going to be tough but no kitchen was too hot for David. He had been in frying pans before and would run into the fire if necessary.

T.I.N.K.L.E. planned to turn the entire population into mindless zombies by impregnating the pages of the nations computer magazines with 'tedium K' a powerful boredom drug. If only David could make it back to

base... an antidote might be prepared.

Dodging left a hail of bullets spat past David's right shoulder. Pausing only to take a nibble of his wholefood sandwich, he ran on up the road zagging to avoid the gunfire from a helicopter gunship hovering overhead.

The door at last! He punched in the secret code number in to the key pad - a number so secret most of the members of staff didn't know what it was. But David was licenced to Edit. He even knew how the Fax machine worked.

He stumbled upstairs, Linda the secretary looked up unblinking. David tossed his Elk hat nonchalantly onto a passing hat stand." T. will see you

now," she said.

T. was so high up the organisation he knew the keypad number, how to work the Fax, the location of the secret photocopiers and the names of all the players in the English football squad in 1965.

David told T. about Tedium K.

T. wrote the details down and produced a very full memorandum on the subject. An antidote had to be prepared immediately.

Working through the night a crack team assembled the vital ingredients. Top researchers took the best Sinclair computer magazine there was and impregnated its pages with powerful ingredients - thrill factors capable of preventing mindless zombiedom.

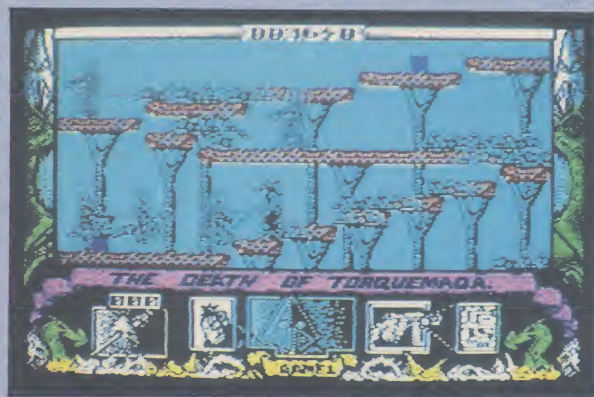
Factors in the big thrill included an awesome, astonishing totally unique 'game in a mag' - a challenge of almost mythical proportions within the very pages themselves. (To say more would invite the usual rip offs). There would be not only the usual definitive and speedy reviews of new software but the promise of something extra special for 128K owners... There'll be another incredible full-colour poster. And a cartoon that can only be described as different. . .

David Dangerous saw the first magazine come off the production line, he lit a Norman and Fowlers No 7 special blend no-filter cigarette and smiled. Then he coughed and wheezed a bit.

"God, these things are bloody horrible" he thought.

He read the title of the magazine. It was Sinclair User May Edition■

SINCLAIR USER:
Licenced to thrill
On the street April 18.



MARTECH FOLLOW DREDD

Martech is the third 2000AD licensee. First there were Rogue Trooper and Judge Dredd. Now Nemesis The Warlock blasts on to the screen.

Scheduled for a spring release, Nemesis is the strangest hero to inhabit the pages of the comic. He's the leader of an underground resistance organisation devoted to freeing the land of Termight from the grip of the dark Lord Torquemada.

Torquemada's desire is to kill off all aliens, thus 'cleansing' the galaxy, making it fit for humans to inhabit. Nemesis and his band are the last remaining hope.

Nemesis TW is presented in side-on fashion and the screens flip once you reach the edge. The panel at the bottom indicates numerous stats relevant to your well-being. In the bottom left-hand corner of the screen your score is shown. On the far right a panel indicates how many rounds are remaining in your gun. Moving left the screen here shows a gradually solidifying image of Torquemada. This gives you an indication of how close you are to him, helping to locate him in the maze of rooms.

The remaining panels tell you how much pressure T is putting on your heart and the strength of his influence. Being a rather spooky individual, Torquemada can make some very peculiar

things happen. His ally Terminators can be raised from the dead simply by his will and turned into zombies, equally intent on your demise.

Nemesis The Warlock is being programmed by Catalyst Coders, who worked on Tarzan. As a result, it is graphically very impressive. The shooting and sword-fighting routines are looking superb, there are even whizz lines on the screen when you



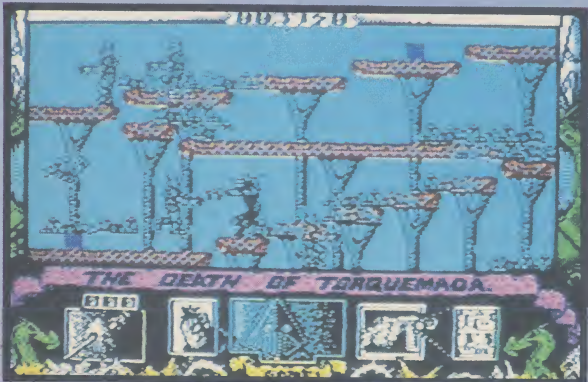
wield the sword.

The game retains some of the unpleasantness of the comic strip in the way that the corpses of the Terminators build up, cluttering the screens. Even more sickly is the way you can actually climb up the bodies, accessing different parts of the screen. You'll have to be careful about hanging around too long, though, as they may well turn into zombies beneath your feet.

Incidentally, zombies can be dealt with by spitting acid at them. Sound pretty yucky!

Streetdate: April.

Price: £8.95



EDGE GETS D&D TWIST

By rights, Warlock from The Edge should be absolutely fantastic. Firstly, it's the follow up to Shadow Skimmer and as such should maintain standards technically. Secondly, it's programmed using the technology and programming methods of the Fairlight games and so has already been tried and tested to a certain extent.

Warlock has a markedly differing plot from Shadow Skimmer. It's set in the time of wizards and witches and spells and cauldrons and windy nights etc.

In the game, you'll get to control a group of characters in your quest to reach and destroy the White Wizard and thus gain control of the domain and retire to a life of luxury.

Of the three characters you control, the Warlock is the most magically potent but also the most physically weak. Then there is the Goblin and the troll to choose between. Instead of simply pushing a button and turning into one of the characters,

you'll have to find and drink a magic potion. The secret will be to store up your potions and use them at the appropriate times. The gameplay sounds a little like Gauntlet in fact, involving lots of fast action and spell casting and blasting. The most exciting part is that instead of having a decidedly strategic feel (like Fairlight) it all takes place at an arcade-style speed and involves frantic battles and suchlike. Everything happens in castles and caves and dungeons and the whole thing looks completely great.

Streetdate: April/May.
Price: £7.95



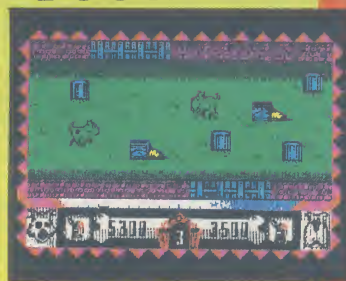
GIVVA DOGGA BONE

Paddywack, shortly to be released on the Activision label, originates from the rather nice people at the RamJam Corporation.

It's all pretty simple, but has some very cute graphics and some odd humour throughout.

Paddywack involves two dogs and their search to do more and more doggy things - hence the title. Both dogs are helplessly in love with Fifi, a poodle, and are determined to win her affection, each trying to prove himself top dog (Oh dear - Ed).

Anyway, the game consists of various sub-plots, each of which look rather good. On one screen each player must endeavour to catch a cat before it crosses the screen. On another, a postman must be harassed to an appropriate degree. Then there is the "bin



screen" which involves scavenging useful things from dustbins. You get the general idea.

Looks as though a rosey idea has maybe been turned into a completely fabby game by the graphics and inventive touches. We shall see.

Streetdate: unknown as yet.
Price: unknown as yet

BASE OVER TIP AFTER BATMAN

Hearth, Ocean and, more exciting, it's the direct follow-up to Batman, and is all about foot and mouth. Jon Ritman's games have always been worth a look (Match Day, 3D Battle, Zivvy clone, Bear Buyer) but the plot for this one is a bit weird. The storyline is set around a group of planets that are currently languishing under the tyrannical rule of Blacktooth. You take the foot and the mouth, and you must escape the empire of Blacktooth. Obviously, as it's pretty uncool simply to worry about yourself in such situations, liberating the other planets from Blacktooth's evil grip would be deemed a dashed public-spirited thing to do.

Foot and Mouth each have different capabilities: Foot can jump and Mouth can 'fire' (urgh). As a result, each character is best suited to different areas of the 300 screen playing area.



And, to add spice to the gameplay, during parts of the game you will be able to join up the Foot and Mouth to form an indestructible killing machine, or something like that.

It's a 3D square-room romp in the style of so many that have gone before. Ocean claims that it will be 'better than Batman'. More next month.

Streetdate: March.
Price: £7.95

PREVIEW

RamJam is looking better than ever with its new game Bizmiller. It's all set on a space ship of the future and it looks simply dandy. (Is that a useless joke - Ed).

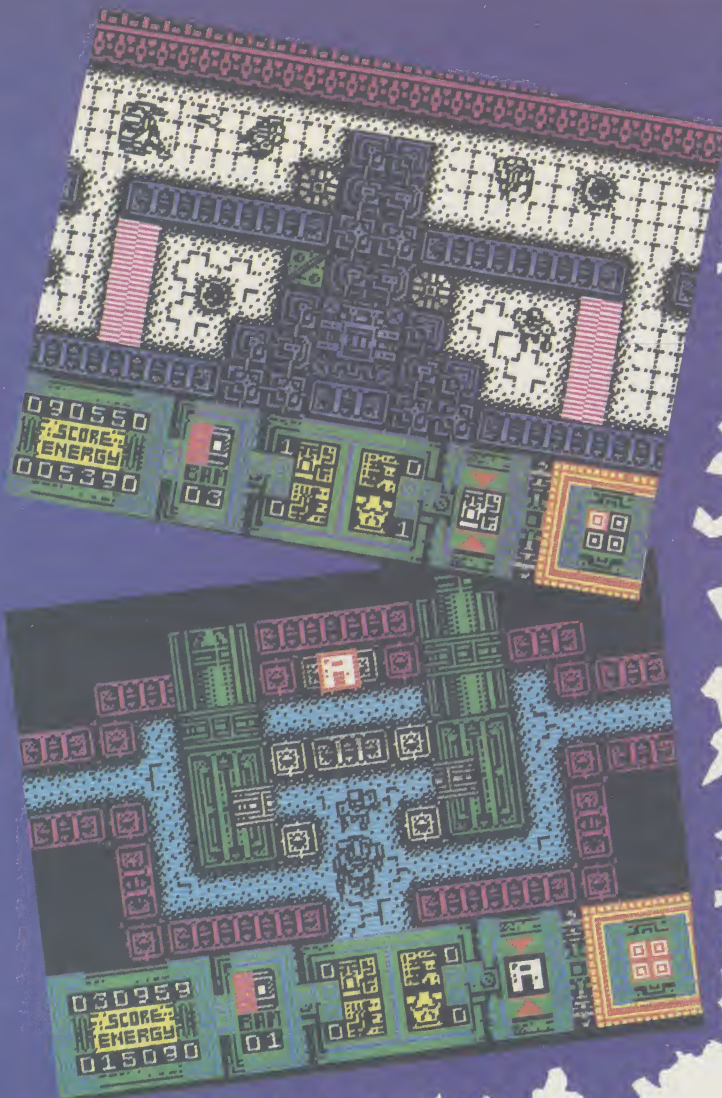
The plot centres around the enormous spaceship (which occupies 256 screens so far). While flying through previously uncharted zones, the hull becomes a stop-over for some highly undesirable hitch-hikers. Unknown and unnamed, these beserk creatures begin eating away at the ship, wrecking everything in sight, working their way in.

Something has got to be done, and it's up to you to do it. Somehow you've got to get rid of the critters that are currently gnawing away the vital protective casing of the ship.

Thankfully, you're not alone. Around the ship are manufacturing stations, each capable of producing a robot that you can control. Some of the robots can be controlled to attack and destroy the parasites, while others can be directed to simply repair the hull. Of course, things are never as simple as they seem, and a lot of running about and fetching and carrying has to occur before you can get the robots to function.

Everything is viewed from above with the aliens seen coming up through the floor of the ship and the action looks fast and professional. The ship is divided into various sections, each with its own set of obstacles to negotiate and avoid. Also around the perimeter of the screens is a railway-style track that allows greater speed while travelling long distances. Quite who is marketing the game is still to be decided. Obviously, we'll keep you posted.

Streetdate: none yet
Price: no details



HAIRY DEAL OVER THE EDGE

One of the most promising licence-deals for ages and ages is Garfield which has been snapped up by The Edge.

Garfield is the fat orange-and-black cat found on tea towels and posters and T-shirts and postcards and walls. And he's remarkably cynical and unpleasant in an appealing sort of way.

Garfield the computer game is currently being programmed by ex-Virgin programmer Charles Goodwin who, we are told, has managed to get the actual program mechanics down to 10K, leaving all the rest of the memory for splendid

graphics. Big characters and super-smooth animation are promised. Something The Edge knows something about.

If it follows the technical brilliance of Shadow Skimmer Garfield could well be one of the few licence-deal games worth considering.

Garfield The Big Fat Hairy Deal should be appearing around Easter time. It's been under development for seven months already and is the first of a planned series of games based on the nasty-but-lovable cat.

Streetdate: March April.
Price: £7.95

SPLIT SCREEN VECTOR DOGFOIGHT

Oh dear. It's the 22nd Century again. Starlight Software, the people who brought you Greyfell have gone for a space scenario for their follow-up title, Dogfight 2187.

A hole has been torn in space, and various undesirables are using it as a kind of back door through which they can enter our universe.

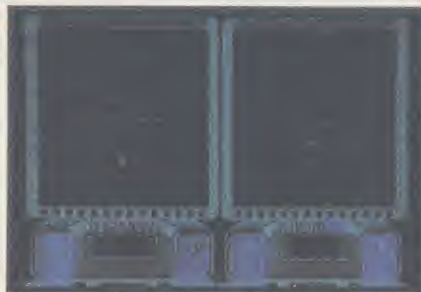
You play a kind of immigration officer called Rhett Dexter (*Gone With The Wind* - how did Gable get in this?) whose job it is to deal with the illegal immigrants. Now, somewhere lying around the outskirts of the universe are the equivalent of pieces of spacial elastoplast. By collecting these pieces and

assembling them, it's possible to seal up the hole and thus stop the flow of aliens. Sounds a far from sound scenario to me, but, there you go.

Dogfight is a 3D combat program that can be played in split-screen mode by two players, either against the computer or against each other.

Sounds a little like a cross between Melbourne House's 'cult' (unsuccessful) game Starion or like Star Glider from Rainbird crossed with some Top Gun elements like the two-window simultaneous-play gimmick.

Streetdate: soon (remember, Francis Lee, when he was at



Beyond, was the chap that tried to bring us Dark Sceptre and Star Trek).

Streetdate: none yet
Price: to be announced

ROYAL ROMP AFTER TRAP

Charlie, Di and the Queen Mum are all key characters in Flunky. Don - Trap Door - Priestley's latest big-spirited romp for Piranha.

It's your chance to walk the corridors of Buck Palace but, in Flunky, you do it as general toady to ER and family.

First, you apply for the job and are given menial tasks by the head of the household - rumblings of Trap Door here, methinks. Light the fires, turn on the lamps and fetch the Royal corgis for HRH. It's all go and, if you make a slip up you'll be told to naff off.

Keep your autograph book handy, as part of your reward are the monickers of the Right Royal figures. Tread the red-rugged corridors with care, though. It's an old house and there are plenty of ghosts lurking in the shadows.

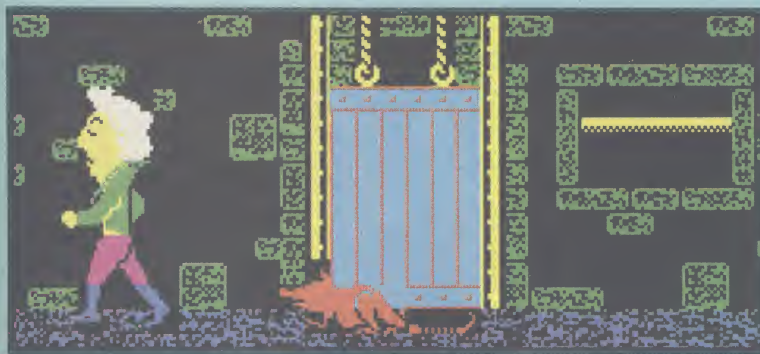
The game's larger than Trap Door, but the multi-coloured sprite graphics are the same.

Don has also thought up some highly bizarre problems for Flunky to solve and most of them have wickedly unusual solutions. That's what he says, anyway.

Streetdate: May.
Price: £9.95

HERE'S SAM IN URAI





ALPHA LIKE CILLA

Throughout history, many people have changed their names to improve their image. Even true megastars have decided their true titles weren't quite right. Cilla Black, to cite a typical example of a megastar, was originally called something completely different. And Whoosh! immediately after the change she found herself rocketed to superstardom.

The same pattern of events will obviously be followed by Alpha Omega who has now changed their name to the very exciting Power House. The firm's got itself a new logo and have its some really splendid artwork for the game boxes. And has selling the stuff for a paltry £1.99. Some of the games have a bonus program on Side 2, while others have some music on the flip side.

"Yowzer! Why pay more?" asks the advertising copy, "Hey Blimbo, Mega Mega! This stuff is brilliant. Collect the set." Uh-huh. That's what it says. The conclusion is that Power House is at least two cans short of their six-pack (its got a kangaroo loose in its top paddock, its elevator doesn't go all the way to the top etc etc).

And what of the games? Well, I'm sure they will sell very well...

Streetdate: March.
Price: £1.99 each



IT'S A HEAD CASE

Let us venture into a world that is still uncharted, still exciting and certainly not fully understood.

A world where anything is possible and nothing is real. Let us take a brief journey into... the human mind.

No, seriously, this is very strange. A computer game controlled by your brain waves. Sounds

impossible, but it's true!

I was wheeled round to RamJam to try it out. Despite all assurances from the gleeful entourage, it was impossible to feel completely at ease as conductant was put on electrodes and the peculiar contraption wired to the little black box was taped to my head.

RamJam - responsible for Ter-

rors of Trantoss, Explorer and Dandy is carrying out all kinds of experiments in its dark laboratories, wiring people up to computers.

Currently, its forays into brain-tapping on the Spectrum are fairly simple. Things are still at an early stage. Ram Jam has managed to tie down certain frequencies of mental activity to certain feelings and emotions. Stress and happiness would appear at different points on the scale, for example.

Anyway, its worked out what frequently covers stress and re-

laxation and so has written a couple of programs to help people relax. The more relaxed you are, the higher the Buddha rises. The aim is to make the character rise to the top of the screen.

It's great, and it appears to really work. It's going to take some time before the electronics can be produced at a convenient size and price, but things are certainly looking good.

Streetdate: well in the future I would reckon.

Price: no details yet

There's not a lot to beat the resounding crack of a bamboo pole against the side of a face-guard. Gremlin's Samurai Trilogy involves a good deal of this kind of thing.

Gremlin seems to have developed an oriental leaning - after its Way of the Tiger series.

Samurai Trilogy is set, unsurprisingly, in the mystic East, it's another program about having to learn the martial arts from a doddering old fool who has been around for centuries and insists on sleeping on the floor and talking like a fortune cookie.

In the Nang River area of the orient live a cooky bunch of bruisers who get their kicks by sitting in the Temple of Chopemup (Gremlin's joke, not mine) and studying the three martial arts of Kendo, Karate and Samurai.

Yup, the game is in three parts, but all in one Load.

Having won a place among their number, your task is to attain the title Samurai War Lord. You set about this by combatting various opponents with different weapons. Kendo involves the bamboo poles and face masks, Samurai is all about swordsmanship and we've all seen Karate a hundred times over.

As you progress through the ranks, your sparring partners will become more and more tough. If this proves a problem you can branch off for practice in other strength-building exercises such as breaking bricks or slates. These activities will allow you to take on ever-more ferocious opponents and thus earn more points.

Nice graphics.

Streetdate: March.
Price: £9.99

B-MOVIE TITLE

Oh dear. It always happens around this time of year. It must be something to do with the weather or something, but people do come out with the most peculiar ideas.

It's the same old story. Gruff voices on the end of distant phone lines, suspicious meetings in dingy Soho eateries, attempted bribery and the hard hard sell.

This time the people with the idea to "undermine the state of the computer industry" are calling themselves Wild Fire (hem hem) and their scheme goes like this:

Small ad placed in classified sections of various mags. For a reasonably small outlay (£5, we are led to believe) the punter will receive a tape containing the game and a set of cassette labels. On the B side of the tape is a duplicating program. The punter is allowed to duplicate and sell copies for however much they want, providing they send a certain amount of

money back to Wild Fire for each copy they sell.

Can you see the obvious flaw in this concept?

Anyways, the first game bears the suitably odd title, *The Astonishing Adventures of Mr Weames and the Sex Vampires*. Wild Fire is obviously trying very hard to make its program entirely uninviting. Pity really, as it looks quite good.

Mr Weames, a missionary, is doing his best to bring The Good Word to the nether regions of the world. During a particularly far-reaching expedition, he comes upon the den of the aforementioned vampires, and all kinds of perilous adventures ensue.

As you may imagine, a good deal of coffin-staking is involved, along with some pleasing graphics and a desperately improbably marketing concept too.

Watch the small ads.
Streetdate: very soon.
Price: undecided



▲ Unwilling RamJam victim gets wired up (please don't try this at home ... yawn)

NARROW DEATHSCAPE

Phew! just made it in time to be featured this month. Deathscape from Starlight software is set in space (innovative eh?) and involves a kind of ritual combat

Streetdate: soon.
Price: no details



24 HOUR

COMPUTER REPAIRS

SINCLAIR QUALITY APPROVED REPAIR CENTRE



HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND

WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

WHY NOT COME AND VISIT US AT OUR NEW 2,500 SQ. FT. WORKSHOP. YOU CAN EVEN HAVE A CUP OF COFFEE WHILE YOU WAIT.

TEN ★ REPAIR SERVICE

- ★ While you wait service including computer spare parts over the counter.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
- ★ Discounts for schools and colleges.
- ★ Five top games worth £39.00 for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only £8.95.
- ★ 3 month written guarantee on all repairs.

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:-

OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip. Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

VideoVault

D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

SPECTRUM SPARES

Z80B CPU	3.00
4116 Rams	1.00
ZTX 650	0.60
ZTX 213	0.60
Power Supply Transformers	9.95
ULA 6C001	16.50
Rom	16.50
Keyboard membrane	5.50
Spectrum	5.50
Keyboard membrane	12.90
Spectrum Plus membrane	5.50
Metal Templates	5.50
Keyboard Mats	5.00
ZX81 membrane	5.00
Service Manual	£30.00

COMMODORE SPARES

6526 - C.I.A.	19.00
6510 - Processor	19.00
6581 - Sid Chip	19.00
906114 - House Keeper	19.00
901225 - Graphic Rom	19.00
901226 - Basic Rom	19.00
901227 - Kernal Rom	19.00
6569 - VIC	25.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00

All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.

VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage Its Health

SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

Update Your Rubber Keyboard to a New Spectrum+

Fitted for only £31.90 + £1.50 post & packing (Also D.I.Y. Kit available for only £24.95 + £1.50 post & packing)

Your Spectrum repaired and upgraded to a Spectrum Plus for special offer price of £50.00 complete. **LIMITED OFFER**

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit issue 2 and 3 only.



EXTENSION RIBBON



56 Way ribbon cable to extend your ports for your peripherals **£10.95** plus £1.50 p & p

TRADE ORDERS WELCOME

KEYBOARD TEMPLATES **£5.50** plus £1.50 p & p

RUBBER MAT **£6.50** plus £1.50 p & p

REPLACEMENT POWER SUPPLY



Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

SPECIAL OFFER!

Gun Shot II Rapid Fire Joystick and interface complete outfit. Normal recommended retail price £19.95 if purchased together. Special offer of only **£16.50** including p & p. Joystick available as separate item **£10.95** plus interface available as separate item **£9.00** plus £1.50 p & p

Spectrum keyboard membranes **£5.50** plus £1.50 p & p

Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p

ZX 81 membranes **£5.00** plus £1.50 p & p

KEYBOARD MEMBRANES

COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00** plus £1.50 p & p

POST + PACKING CHARGES UK ONLY OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

SPECIAL OFFER

5 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE **£39.00**
YOURS FREE WITH EVERY SPECTRUM REPAIR

OPEN 7 DAYS A WEEK
MANCHESTER MONDAY TO SATURDAY ONLY

VideoVault

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head office & access orders, queries, Manchester 061- 236 0376 while you wait repair centre only.

© Copyright Videovault Ltd. No. 781022

and

COMPUTER SPARES

DISCOUNT
JOYSTICKS

SS... STOP PRESS... STOP PRESS...

BUDGET
SOFTWARE

PRESS

SPARE
PARTS

A NEW EXCITING OFFER FROM THE VideoVault



SHOP UNDER
ONE ROOF FOR ALL THE
TOP PRODUCTS AVAILABLE

A SAMPLE OF OUR FANTASTIC DISCOUNT PRICES

The Saga Lo Profile
Professional Keyboard
Recommended
retail price £39.95

VideoVault
discount
price only **£28.50** + £1.50 post + packing, total £30
Computer repair and upgrade to Saga
£50.00 complete.

The Saga Lo Profile Keyboard has 52 full
travel keys, featuring a separate numeric
keypad and printed keys. Your Spectrum
fits securely inside the housing.
Dimensions: 22x44x5cm. Suitable for
Spectrum 16/48K and Spectrum Plus.



DISCOUNT
KEYBOARDS

OVERSEAS
ORDERS
MOST
WELCOME

The Videovault will shortly be releasing the
most up to date and exciting catalogue ever
produced, our team of experts have scoured
the globe to find you all the latest software
and add on's for your computer, all the
latest in joystick technology, all the top and
tested software titles all at great discounts
to you. Anyone can apply now using the
coupon below and enclosing 2x18p stamps
for your free copy. We have all the top
branded items available, delivery by return
post (our usual standard). All goods carry
our guarantee of satisfaction. Never has
such a catalogue ever been produced
before.

We will be updating the products as soon as
we have all the latest news available to us,
on all the latest technology.

SPECIAL EXCITING OFFERS ON EACH ISSUE

Top reviews, a 1st again for the Videovault,
the No.1 computer company in the UK, (we
must be as all our competitors keep copying us.)

SPECIAL BONUS OFFER

FREE

the 1st 500 customers
ordering from our
new catalogue will
receive free of
charge a quartz
digital watch. No
minimum order
value required.



PLEASE RUSH ME YOUR EXCITING NEW CATALOGUE
AS SOON AS IT IS AVAILABLE HOT OFF THE PRESS.
I ENCLOSE 2x18p STAMPS TO COVER POSTAGE COSTS
MR/MRS/MISS _____
ADDRESS _____

POST CODE _____
CUT OUT THIS COUPON AND POST IT TO:
BLOCK CAPITALS PLEASE
VIDEOVAULT LTD, CATALOGUE DEPT, 140 HIGH STREET WEST,
GLOSSOP, DERBYSHIRE, SK13 8HJ ENGLAND

PREVIEW

CRL'S PUBLISHING PIG

Oink! is probably one of the few journals to be read cover to cover in the **SU** offices. Along with the *Viz* (through Virgin record stores, 60p monthly, check it out) it's very very silly indeed and is a much sought after object.

Realising the potential and appeal of a semi-parody comic, CRL of tasteful photo-montage fame (see *Gremlin* Feb 87) - has set about inventing a game based upon the comic which is entirely constructed around pigs.

Oink the computer game

attempts to maintain the feel of the comic. It's being produced with the co-operation of the *Oink* team who are producing all the artwork for packaging and the ads that you will see all over the computer mags in the next few months.

And Oink is being programmed by John Williams a newcomer to the Spectrum. The basic idea is this: you play the Editor of *Oink*. It's nearly time to go to press and there are pages of the magazine unfilled. By going into the sub-parts of the game you can fill the

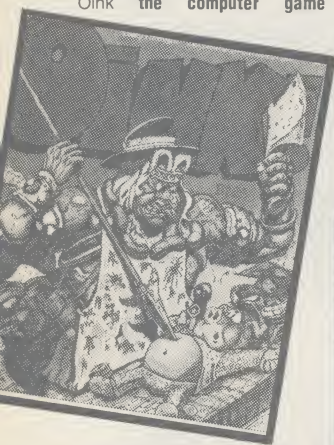
pages in time and thus avoid a major disaster (if only it was that easy - Ed).

In each sub-game you take the role of a different character in the comic. One part features you as Rubbish Man, flying over the ground picking up rubbish and avoiding bad guys. Another part of the game features a Breakout - style screen.

More details as and when. Watch this space.

Streetdate: May.

Price: £7.95



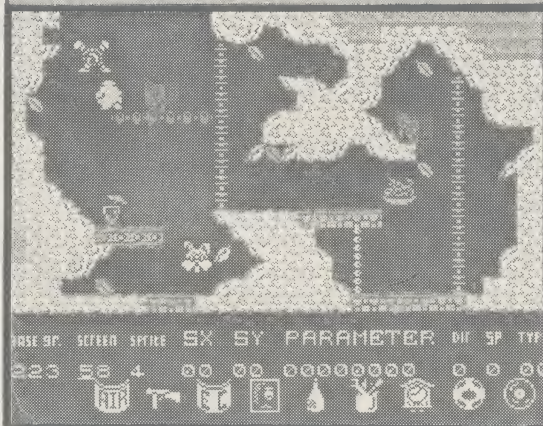
MAD MONTY MIX-UP!

Ooops! Here's the screenshot of Aut Wiedersehen Monty that for reasons entirely beyond our control (ie we went a bit mad) could be seen on the Into The Eagles' Nest review last month.

Apologies to Pandora and Gremlin. The individual responsible has been made to watch a whole program of *Surprise Surprise*.

Price: £7.99.

Streetdate: March



GADGETS SCROLLING

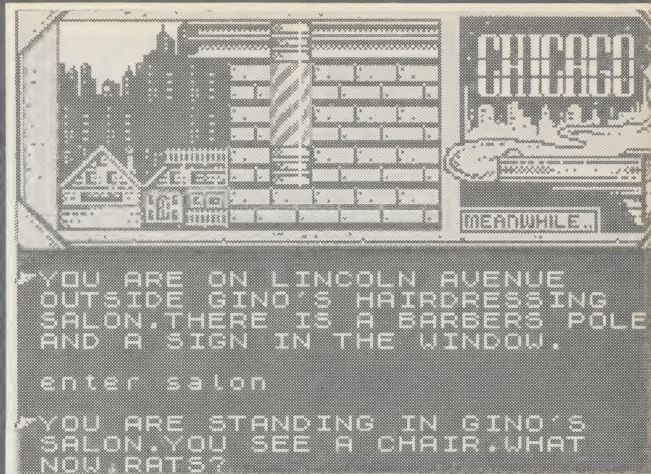
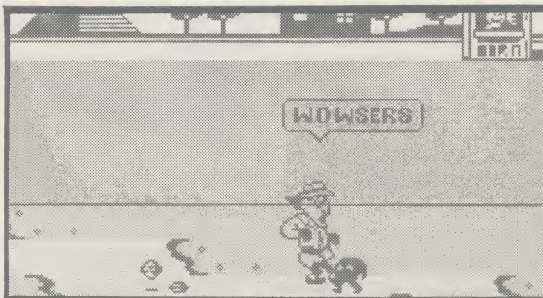
Here's a look at the rapidly approaching Inspector Gadget from Melbourne House. Based - as if you didn't know - on the cartoon series, it has you - Inspector Gadget - doing all kinds of zany fun-filled things

Five 'worlds' (ie zones) are included and you'll have to learn how to use your gadgets in order to survive. Available for use are: Springy Legs! Gadgetty Hammer! Gadgetty Skates! A Gadget Copter! A Coat That Inflates! A Watch! 00er!

More info next ish.

Streetdate: April.

Price: £7.95



LIKE, GANGSTER CITY

OK youse guys, shaddup and listen up. Dis here is da new thing from Activision, see?

It's an adventure called *Chicago* and is all about people like you an' me - honest businessmen with respect for each other, y'know?

You gotta take da name of Rats Moldano (probably to avoid any, uh, associates that might bother you) and must return to your old dives after a brief period, er, 'away'.

Looks as though things might have changed a little in da neighbourhood. Chances are a new gang may have muscled its way in on the action of your Speakeasies and other entertainment establishments, if you get my meaning.

Obviously, you'll need a good buddy to rely on. Someone who ya know you can trust to watch ya back when the bullets start to fly. I recommend Louigi. He's been with da family for a coupla years now, and is a good boy. Of course, if Louigi buys it, you're on your own. And that ain't a good way to be in a city like this.

Still, the place still looks the same, as you can see. It's got all the dingy alleys and things that you're used to.

There are about 80 locations that you'll have to keep tabs on. It'll be a tough fight to regain control of the area. After all, you've been away for a while, and da sleazoids now in charge may have got a firm grip. Still, We think we can rely on you to do right by the family.

You can do things similar to the other RamJam (the guys who dun it) games. Most of the people you find walking around can be grilled for info and wasted if they know too much.

You can do all the complex moves too, like going somewhere and getting the gun, loading it and using it in on move. Slick stuff.

It's a split-screen adventure with brief text descriptions and full sentence input. The graphics are all kind of dark, moody scenes and it all looks very nice.

Streetdate: no dates.

Price: undecided

IT'S THE REAL THING?

Yeh. Basketball. Right. It's cool, it's fast, it's a game for tall people. If the only thing you've got going for you is your height, you could still be a big star.

If, on the other hand you're not particularly tall, basketball isn't really worth considering as a professional career, so you may as well go off and become a milkman instead.

That used to be the story. Now Activision has done something about it. It offers you the chance to become a star in a computerised

version of the sport.

Championship Basketball features all the usual things and a few more besides. Check 'em out:

- Two player option!
- One player option!!
- Practice sessions!!!
- League competition!!!!

Basketball also boasts the best graphics in a basketball simulation as well as 'on court action that feels like the real thing'. Well I never.

Streetdate: March.

Price: £7.99

CHOPPER (OOER!)

Couple of up-and-coming programs shortly to appear from the US simulation giants, Microprose. After finally deciding that the Spectrum sales will make enough money, they have set their programmers the task of converting across from the C64.

Gunship is one of the more exciting released planned, in which you take charge of a large helicopter and skim over dangerous terrain on numerous hair-raising missions, blowing away hostile elements in political trouble-spots all over the world. (Well it is an American program, so what can you expect).

It's a combination of most of the good elements you'd expect to find in this kind of program. There's the

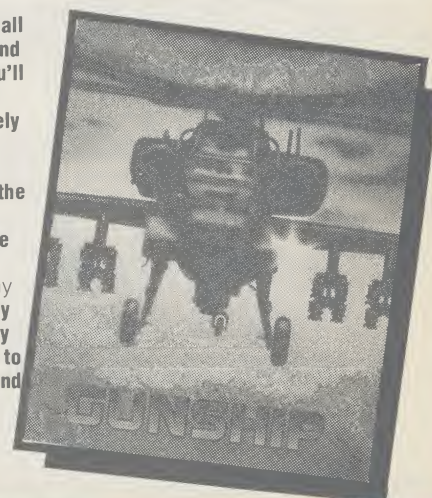
three-dimensional flight sim and all the strategy and mapping stuff and there are lots of missions that you'll have to complete successfully in order to be awarded the absolutely vital medal of honour.

There is also the tremendous 'kitting out' bit where you select the various armaments, hopefully picking the ones which will prove most efficient in your mission.

Also in the pipeline is Kennedy Approach which isn't particularly interesting unless you're seriously into air-traffic control. You've got to take control of Kennedy Airport and ensure that no planes crash into the control tower or something.

Streetdate: Soon.

Price: £9.95



£2.00 OFF

SU SMASH OFFER

LEADERBOARD

Send coupon to: LeaderBoard Smash Offer, US Gold, Unit 2/3 Holford, Birmingham B6 along with a cheque/postal order the £7.99 made payable to Ocean Software. Offer closes April 30.

FAST

COMPUTER REPAIR CENTRE

COMMODORE, SINCLAIR &
AMSTRAD APPROVED CENTRE

Repairs also undertaken for all the
following computers:
**SPECTRUM,
COMMODORE, ATARI,
BBC, IBM**

**NO HIGH
FIXED
PRICE
REPAIR!**

FREE
SOFTWARE WORTH
£33
WITH EVERY
SPECTRUM
REPAIR

The established
company with a proven reputation

Over the years we have built up an enviable reputation in the UK for computer repairs, which is second to none. This is based on many years experience in repairing Spectrum, Commodore, BBC and other leading makes – and we were the first AMSTRAD repair centre anywhere. This is why we have customers all over the world.

We are the best, forget the rest, look what we offer

- No high fixed price – you only pay what the repair actually costs.
- While-I-Wait Service – spare parts for all leading computers – available over the counter.
- State of the art test equipment to provide comprehensive test report and locate faults.
- Repairs to all leading makes of computer.
- Amstrad specialist.
- Spectrum rubber keyboards repaired for only £8.95.
- Commodore 64's, Vic 20's, Atari, Commodore 16's and Plus 4's repaired.
- Discounts for colleges, schools etc.
- Every computer repaired by us is completely overhauled and tested before return.
- All computers returned carriage paid and covered by insurance.
- Three months guarantee included.
- Free Software worth £33 with every Spectrum repair.

**DON'T DELAY –
ACT TODAY
It's as easy as
ABC!**

A Simply send your computer securely packed, together with a cheque or postal order for the maximum fee to the address below. Your computer will be repaired and returned to you within 24 hours together with the balance of the fee and your FREE £33 worth of software.

B Or if you prefer a written quotation just send £2.50 to cover post & packing.

C Alternatively just quote your Access or Visa card number.

**AMSTRAD
REPAIRS
from
£9 to £35**

**BBC
REPAIRS
from
£12 to £45**

DISCOUNT COMPONENTS
e.g. Power Transformers

Commodore £29.00
+ £1.50 p.p.

Spectrum £9.95
+ £1.50 p.p.

**SPECTRUM
REPAIRS
from
£7 to £19.90**

**COMMODORE
REPAIRS
from
£12 to £35**

Trade orders
welcome

SPECIALIST COMPUTER REPAIR CENTRE

Dept. 18, Unit 4, M.E.B. Works, Windsor Road,
Enfield, Redditch, B97 6DJ. Tel: Redditch 65671.



WE SET THE STANDARD BY WHICH EVERYONE ELSE IS JUDGED

Computers received beyond economical repair, or tampered with, may cost more than our fixed rates, these will be charged at an hourly rate + parts.

SINCLAIR

SUPERMART

TO ADVERTISE IN THE SUPERMART
PLEASE CALL JACQUI POPE ON 01-251 6222

STOP PLAYING GAMES

Use your computer to make money. Turn your hobby into a home-based income. Full and part time opportunities to cash in on this tremendous market. High earnings easily possible. Open to any amateur micro user and gamer. Write for free details.

Westlink Promotions C.D.
108 George Street, Edinburgh
EH2 4LH



KIDDISOFT

IS BACK!
COMPUMAG FOR
4 to 8 yrs.
48k SPECTRUM
£3.99

KIDDISOFT,
5 Nanpusker Road
Hayle, Cornwall

WRITTEN A GOOD PROGRAM?

Do you want to get it published but don't know how to send it in?

"PREPARING HOME GROWN SOFTWARE"

Invaluable information that will help you to give your program a better chance of success, and what to expect.

Cheque or Postal Order for £2.00
(inc P&P) to: CREANT 68 Farm
Lodge Grove, Malinslee,
Telford TF3 2HN

48k SPECTRUM

Fed up with ordinary fruit machine games?

★ NOW ★

A fruit machine simulation with the most up-to-date features, sound and graphics

FRUIT 2010

★ For fruit machine experts to fun players
★ The most advanced and realistic fruit machine simulation

- Lots of features including multiple odds, max nudges - plus lots more

Please send £8.95 which includes P&P

Cheques or PO to: ROSSWARE SU1
646 London Road, Westcliff, Essex SS0 9HW
FOR FAST DELIVERY
Software from ROSSWARE

48/128K SPECTRUM UTILITIES

1 MICRODRIVE MANAGEMENT & RECOVERY
Copy any type of files or cartridges, even on one drive. Sensible CAT, analyse problems, recover corrupt files.

2 RAMDOS MICRODRIVE OPERATING SYSTEM
Random access, screen edit, search, sort facilities. Write your own software.

Demonstration programs supplied.

3 FREE TEXT DATABASE (USING RAMDOS)
Easy to use, multi-purpose, address book, diary, letters.

4 ASSEMBLER, DISASSEMBLER,
DEBUGGER On-line machine code learning, teach yourself booklet.

1 to 4 each £9.75 MD cartridge, 4 also tape

£7.95

ROYBOT SU4, 45 Hallsbridge Road, Rayleigh,
Essex SS6 9NL. Write or tel: 0268 771663 for leaflets.

SPECTRUM REPAIRS

We expertly repair Spectrums for £17 inclusive of parts and labour and return postage.

Spectrums upgraded to 48K for £34 inc. P&P. All keyboard faults cost only £12.

RA ELECTRONICS
133 London Road South
Lowestoft, Suffolk
Tel: (0502) 66289

NEW TAPE UTILITY 9

This program gives a tape back-up of most software. Even converts most jerky loaders to normal for reliable loading. Manages very long programs (even 51k!), fast loaders, etc, etc. State type of Spectrum when ordering (48k, 128k etc). **£6.99 on tape (£4.99 if updating)**

NEW TRANSFER PACK 3 - FOR TAPE TO DRIVE

A software system to convert many TAPE based programs to your DRIVE (no matter what type) + OTHER UTILITIES. Most jerky programs are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. State TYPE of Spectrum + name of DRIVE when ordering (eg 128k and Microdrive). **£11.99 on TAPE OR £12.99 on m/drive cartridge.** (£6 if updating).

INFORMATION SHEETS - £1 each - approx 8 transfers of popular programs per sheet - needs TP3. Up to No 25 available. **SPECIAL OFFER - No's 1-20 only £4.50.**

MICROTRANS - for m/drive to m/drive back-up + tape to drive (inc headerless) - does not convert programs. Includes MICROTape and RUN programs. **ONLY £3 on TAPE.** £4.50 on Cart. For any Spectrum.

CODE COMPRESSOR - £3.50

Overseas: add £1 Europe, £2 others each product. SAE for details.

NO RISK! - ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates)

LERM, DEPT SU, 11 BEACONSFIELD CLOSE
WHITLEY BAY NE25 9 UW (Tel 091-2533615)

GENERAL ELECTION

What will your SPECTRUM (48K) be doing on the night of the election? ELECTION WHIZZ is an entertainment for 2-350 players on election night. The program has constantly changing graphics charting party fortunes and when all the results are in you will have a winner.

The program is supplied on tape but includes options to save to microdrive or OPUS disk. Cheques for £4.75 inc. P & P payable to LOBOS SOFTWARE, 10 Randall Place, Bradford, WEST YORKSHIRE, BD9 4AE.

COMPUTER SPARES

SINCLAIR/AMSTRAD /COMMODORE

ROM CHIPS
RAM CHIPS
ULA'S
MEMBRANES
POWER SUPPLY'S
TEMPLATES
MODULATORS
SPEAKERS
RIBBONS
DISC'S

CMOS CHIPS
74LS CHIPS
VOLT REGS
Z80 CPU
DFS KITS
EPROMS
SERVICE MANS
TRANSISTORS
TUBES
KEYBOARDS

TRADE COUNTER OPEN
MON-SAT 9.30a.m.-5p.m.

Just phone
your order
through, we
do the rest

Order from Govt. Institutions,
Schools, Nationals etc.,
accepted with official order.

TEL: 0254 390936

P.V. TUBES
104 ABBEY ST.
ACCRINGTON LANCs
BB5 1EE
Telex: 635562
Griffin G (For P.V.)

007 MULTISPY

GENUINELY makes Back-Up copies of majority of software, including the latest jerky types, converting them to normal reliable types **AND** can convert jerky types to Hyper loaders. Manage programs up to 65279 Bytes long, also Fast and/or Headerless types.

Can also Transfer tapes to **OPUS** Disc or **MICRODRIVE** Cartridge.
(Will be able to Transfer tapes to the Spectrum+3 Discs)

Includes several very useful utilities such as **RECLAIM** which can totally switch-off a Microdrive to ensure games which won't work if an Interface 1 is present, will do so now.

Complete **007 MULTISPY** is a total of **ELEVEN** programs and includes comprehensive, but **GENUINELY** easy to follow instruction manual.

Complete package for just £9.95

(If using tapes **ONLY** then the **007-SPY** at £5.95 is a better buy).

Post free to UK, BFPO & Ireland. Europe +£1. Elsewhere +£2.

G. A. BOBKER (Dept SU)
ZX-GUARANTEED

29 Chadderton Drive, Unsworth, bury, Lancs, BL9 8NL
Tel: 061-766 5712 (Do not phone if STARTREK on the TV)

SPECTRUM REPAIRS

Spectrum repairs £19.95 including parts, insurance, P/P and VAT.
Send your computer with cheque or PO for £19.95 and description of the fault to:

SUREDATA (SU)

Unit 6, Stanley House,
Stanley Avenue, Wembley,
Middlesex, HA0 4JB
Tel: 01-902 5218

BROKEN SPECY?

We repair and test most Sinclair computers at all inclusive prices

Eg Spectrums...£19.95

QL £32.50

(includes parts.

VAT a return postage)

Technicom Services (S.W.)

Unit 5, Transom House

Victoria Street

Bristol BS1 6AH

Tel: (093 484) 3460

SPECTRUM HOSPITAL + NOTTINGHAM +

Fast 24 HR Turn Round
Full 3 months Warranty

REPAIRS

Spectrum 128K..... £19
Spectrum 16 4K..... £17
Interface 1..... £19
Microdrive..... £18
Keyboard..... £9
Power Supply Repairs..... £6
NEW SPECTRUM UPGRADES

Complete Rubber Keyboard Unit..... £15

16K to 48K Memory..... £20

Old Rubber Keyboard to new Spectrum Plus Keyboard Unit..... £29

Above Spectrum Plus Keyboard

Upgrade along with Spectrum Repair

at Special Offer Price..... £43

All prices inclusive of parts, VAT & Insured Return Postage

Please send cheque or P.O. with unit to

SPECTRUM HOSPITAL
Centralised Services, Piccadilly,
Bulwell, Nottingham NG6 9FN

TEL: 0602-751153



MANCOMP LTD

(Dept SU4) PRINTWORKS LANE, LEVENSHULME, MANCHESTER M19 3JP.

Tel 061-224 1888 or 061-224 9888

EXPRESS SPECTRUM, BBC and COMMODORE REPAIRS



APPOINTED WATFORD DEALER

Mancomp are now the main Northern Distributors for Watford Electronics and will be stocking all of Watford's popular range of hardware and software – all at Watford's prices. Phone first for availability.

**FREE
GAMES
WORTH £39
WITH EVERY
REPAIR***

**AVAILABLE
NOW!
AMSTRAD'S FOR
IMMEDIATE
DELIVERY**

**BBC, SPECTRUM
AND COMMODORE
SPARES
AVAILABLE**
Please phone for latest prices

**JOYSTICKS,
INTERFACES,
POWER
SUPPLIES.**
Available for all above machines



in all U.K. with While-u-Wait repairs! with INTERNATIONAL repair service!



FOR PROFESSIONALISM – "Of all the repair companies 'Sinclair User' spoke to, **MANCOMP** seemed the MOST PROFESSIONAL when it came to advice and a helpful attitude" AUG 85.



FOR HONESTY – We let you watch your computer being repaired and if there is nothing wrong with it, we will tell you!!!



FOR REPUTATION & HELPFULNESS – "I have come across a firm that will be more than willing to advise you as to how to remedy your problems. They are called **MANCOMP** and as well as repairing faulty computers, are also quite willing to discuss your problems with you and offer reasonably cheap and more importantly CORRECT CURES" Phil Rogers POPULAR COMPUTING WEEKLY JAN 85.

**COMMODORE
REPAIRS
£9-£35**

**BBC
REPAIRS
From £15**

**SPECTRUM REPAIRS
From £9.00-£20.00**

Educational establishments, H.M. Forces, Charities 5% DISCOUNT for cash with order.
TRADE ENQUIRIES WELCOME
Every parcel sent by Royal Mail Receipted Post and insured for return journey!
Overseas Parcels allow £9.00 postage.

All our prices include VAT Please add carriage £5.50 for Printers & Drives. £1.50 for other items.

YOUR INVITATION

VENUE:
DATE/TIME:
**METHOD
OF ENTRY:**
ID NUMBER:
PASSWORD:

Your micro
of your choosing

dial 01-618 1111
4444444444
4444

Micronet and Prestel *

invite you to an eye-opening display of database facilities
'Bring a 1200/75 Baud Modem'

MICRONET/PRESTEL – beating the competition!

MICRONET, DURRANT HOUSE, 8 HERBAL HILL, LONDON EC1R 5EJ TEL: 01-278 3143

* Prestel & the Prestel symbol are registered trademarks of British Telecommunications Plc.

£1.00
OFF

BUTCH HARD GUY

Send coupon to Butch Hard Guy
Smash Offer, Advance, Unit 1,
Harrolds Close, Harrolds Road,
Harlow, Essex CM19 5TH, along
with a cheque/postal order for
£7.95 made payable to Advance.
Offer closes April 30.

SU
SMASH OFFER

Bruce Everiss, who *Gremlin* considers the conscience of our industry, is back. The crusader for the rights of heterosexuals has returned under the guise of Abbot Computer Products. Managing Director Bruce is selling Amstrad PC1512s but has come up with a unique selling angle. If you hand over your Spectrum to Bruce he will give you £50 off the official price of the PC 1512. In fact if you buy one of the big expensive PC 1512s with disc drives he will give you £100 off. Isn't he generous?

Why is he doing this? *Gremlin* doesn't know but wonders whether it is just a ploy by Everiss to corner the market in used Spectrums so that next time he is responsible for the release for some terrific game or other he can say "I know for a fact the game has been played on thousands of machines, so I can't understand why it isn't in the charts". Watch out for people offering "reconditioned Spectrums only 500 keypresses on the clock"

£3.00
OFF

BATTLEFIELD
GERMANY

Send coupon to Battlefield
Germany Smash Offer, 452
Stonestanton Road, Coventry
CV6 5DG along with a
cheque/postal order for £9.95
made payable to PSS. Offer
closes April 30.

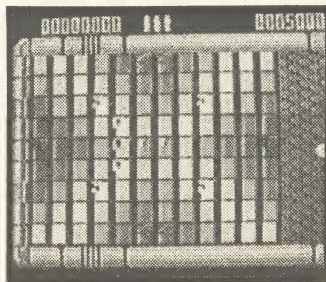
SU
SMASH OFFER

Star Trek Watch: Stardate
87.4.237.12

Nothing yet on the Spectrum version of the game, but the ST version is even more 'completely finished' than when it was 'completely finished' last month.

Over, Isn't life mysterious? *Gremlin* has decided that there is an all powerful being ruling our destiny after all. Those who don't believe in miracles would do well to take a quick glance over the software industry. That'd soon give those unbelievers something to think about.

Gremlin can just about believe that four software houses could simultaneously release almost the same game, *Gauntlet*, within weeks of each other (*Druid*, *Dandy*, *Avenger* and the official version) and think it was pure accident. *Gremlin* is a trusting, somewhat naive soul. But guess what? What? No sooner has Ocean got *Arkanoid's* up and ready to go than, well wait a minute, let *Gremlin* explain.

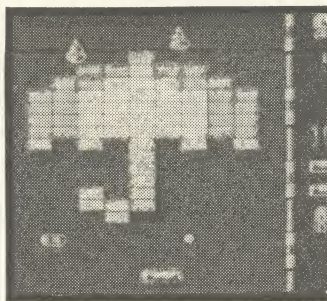


▲ Arkanoids

Arkanoids is *Breakout*, or at least it is to *Breakout* what *The Price is Right* is to *Countdown* (a full guide to *Gremlin's* metaphors and similies entitled *From Digs to Wombats* is available at an exorbitant price.) Ocean has high hopes for it – *Breakout* was teeth grindingly addictive, *Arkanoids* is more so. Expect spots before the eyes as little balls bounce up and down, up...and...down, upanddownup and boing, boing, boing, down. Good for Ocean, more money for the astute, if laconic, David Ward.

Ah, but... No wait, no don't 'ere no, listen missis, no. Well. *Gremlin* – the software house – purveyor of pretty good software to the world and sometime resident at US Gold

towers (which is connected by secret tunnels to Ocean) is shortly to unleash upon the world a game called *Krack Out*. Now *Krack Out*, as you may imagine, is somewhat like *Breakout*. It could be described as being to *Breakout* what a Filofax is to the back of an old fag packet. *Gremlin* has high hopes for it, more money for the astute and snappily dressed Ian Stewart and... you get the picture. . .



▲ Krack-Out

Anyway, at the Golden Joystick awards held by C+VG in some hotel or other, which two industry figures should find themselves on the same table but Ian Stewart and David Ward. *Gremlin* – yours truly – who has spys everywhere can say the conversation though by no means vitrolic did not go like this:

David Ward: "Ian I hear you're doing a game like *Breakout* – you know we have the licence for *Arkanoids*" Ian Stewart: "Oh well its just a coincidence that we're releasing *Krack-Out* at the same time as you're releasing *Arkanoids*." David Ward "Oh, alright then, say no more."

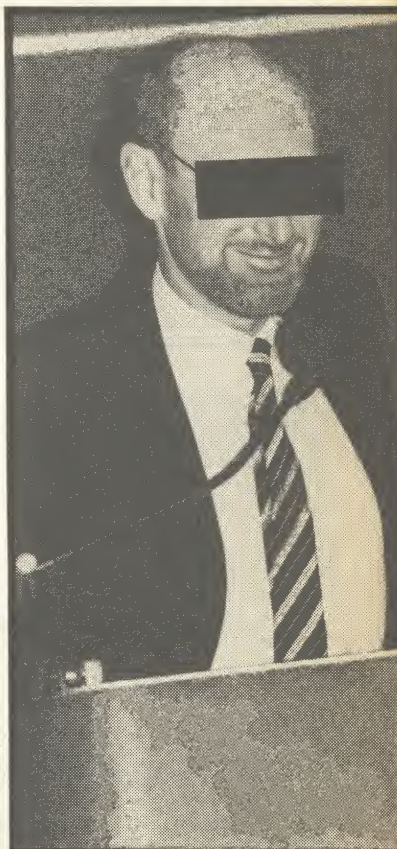
● In a story totally unrelated to the one about *Arkanoids*. *Gremlin* would like to pose the following question. Which two industry figures sitting together at the Golden Joysticks awards came up with the excellent nickname for Rod 'hold that boat' Cousins of 'Howard the Labyrinth'?

As you may have heard, and indeed read in this issue, Sir Clive X. has just launched a new computer. The machine is by a Cambridge computer company that has no connection with thingy Research. It is called the Z88. Please be clear about that, it is not called the you-know-what Z88 but just plain Z88. It has just, kind of, appeared. It so happens that the Z88 is what was once called the Pandora and is very much the computer that Sir Clive Wassname always wanted to put out.

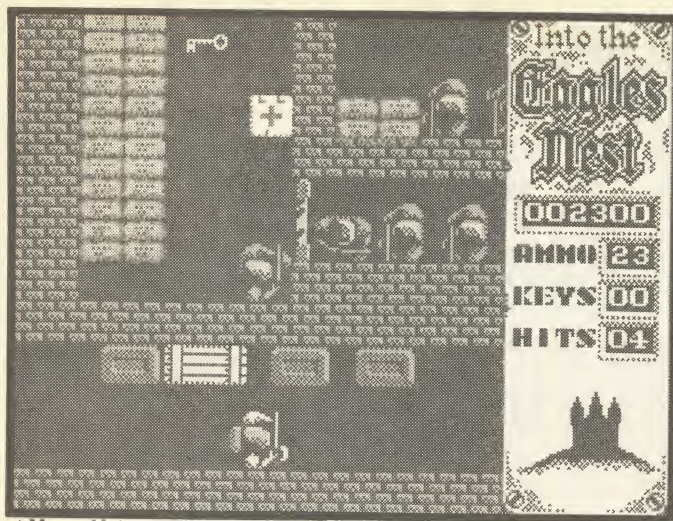
When Sir Clive (deleted) sold out to Amstrad, big AI got not only the technology but also the rights to the name Sinclair, consequently Sir Clive cannot describe any computer he produces as a Sinclair product. The advertising blurb cheekily describes the Z88 as 'the new computer from Sir Clive Sinclair' which is presumably just about OK legally whereas 'the Sinclair Z88' is not.

Now you may feel this is all a bit silly but Amstrad wouldn't agree. The computer magazines have all been sent a curt little note from Amstrad warning them not to slip into the habit of referring to the machine as the (you know what) Z88. Amstrad is not a good company to offend, so *Gremlin* will say no more except to point out that with its non-standardness, untestedness, mail-order availability onlyness and superior pregnant-calculatortness Amstrad wouldn't be seen dead putting the damn machine out.

▼ The man with no name



Gremlin



▲ Monty Mole goes to Stalag Luft 87B

O.K. So. You thought you were pretty clever. Not a few people rang the **SU** offices to point out that the pictures on the review of **Into the Eagles Nest** didn't exactly, as such, relate to the description of the game given in the text. Where, you asked, did a little cartoon mole fit into a **Gauntlet** – style game set in WWII? The pictures were in facet of **Aufwieder Sehen Monty** – latest opus from Gremlin – the other one – and there are some people who would see the whole thing as a bit of a Booboo. (Others might think it was more of a Yogi

bear).

Gremlin – yours truly – can now exclusively reveal that the whole thing was *deliberate*, you don't think we'd be that stupid do you? We put in pictures of a completely different game *on purpose* because we wanted to see how astute our readers were. So, in future, whenever you see anything in **SU** which appears to be a few vouchers short of an electric toaster, DON'T PANIC. It's quite alright. Its just our way of saying "Can you spot the umpteen deliberate mistakes in this article." Hope that sorts it out.

Caption Compo No 6

The Morris dancer in last month's Gremlin compo proved to us that the good ole ZX81 is dead.

Most of you couldn't tell the difference between Sinclair's second computer and the stick held in said merry maker's other hand. Hugo Lodge of Cardiff in Wales got either himself or us – we're still not sure – confused. His quip was "In my right hand an original; in my left, a poor imitation". Which hand is which? MD's holding the ZX81 in his left and the stick in his right. Runner up, John Grant of Streatham, London, was more shrewd with "What a deal. I swapped this ZX81 for this piece of wood!"



The winner, by a mile, however, was John Williams of Middlewich-Cheshire. His "Come on, the A-Team could make a tank out of that" had us swinging from the strip lighting. Well done, your unmarked £20 is on its way.

Gremlins Top Five Games

UCHI MATA

Hot off the presses, yet early versions of this one had to be recalled because it crashed

DANDY

Getting to later levels caused the game to top itself on early versions

LORD OF THE RINGS

Used the special Melbourne House 'Stream of

Consciousness' parser in which

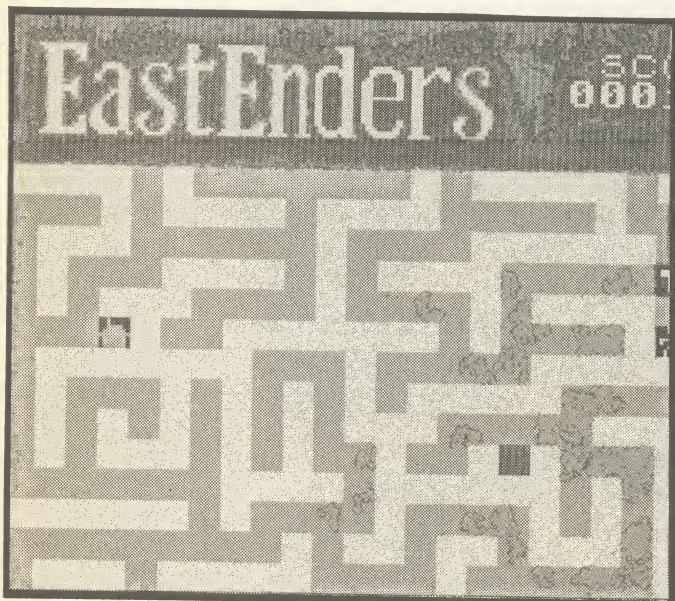
random phrases are printed along with the text seemingly for the player's amusement.

EAST ENDERS

More of a bug looking for a game really

UP PERISCOPE

Few remember this gem but it was put out by Beyond when EMAP owned it and contained a place on the screen where no enemy could ever hit you



▲ Eastenders. They *do* make them like that anymore



This month Gremlin's next door neighbour decided to take his ZX81 out of the loft and switch it on. As always, correct precautions must be taken to avoid Rampack wobble and burnout. Our friend's well prepared for any eventuality but what's 'e saying? Yes, it's another Gremlin Caption Compo. Make up a caption and you could win £20. Not bad, eh, for 12 words.

Send your entry to Gremlin Caption Competition No 6, Sinclair User, Priory Court, 30/32 Farringdon Lane, London, EC1R 3AU. Entries must reach us by April 10.

Name.....
Address.....

Caption (max 12 words).....

EXCLUSIVE

FREE elite GAMES

When you subscribe to SINCLAIR USER

Charity begins with us, forget about the T.V., forget about the Video, forget about the wind up stereo and your dad's 78's. We've just solved all your problems for the whole of 1987.

For just a measley £15 (if you live in the U.K.!) you can get 12 jam-packed issues of your favourite computer mag.

Noted scientists have recently discovered that if you read every word in each issue at approximately 40,000 times slower than light whilst crossing the equator in Concorde it will leave only 3.333 hours recurring until the next month's issue arrives.

Never fear, to fill in those few desperate hours we're chucking in completely FREE one of the new Elite games.

Choose between the 3D adventures of **Space Harrier** in the fantasy zone or summon up another scooby snack with **Scooby Doo**, Shaggy and others who nobody ever remembers. Or if you're a real glutton try the **Hit-Pak**, 4 great games in one or the fearsome **Ikari Warriors**.

Simply whack back the coupon to us and we'll send your free game and start your subscription with the issue you request.

1987's gonna be so dull without it!



SINCLAIR USER/ELITE SUBS OFFER

Please start my subscription from the issue.

Tick appropriate box:

- ☐ One year £15 U.K. & Eire
- ☐ One year Europe £28;
£35 Rest of World (Surface Mail)
- ☐ One year £60 Rest of World
(Air Mail)

My choice of FREE Spectrum 48 game
is:

- ☐ Scooby Doo
- ☐ Space Harrier
- ☐ Ikari Warriors
- ☐ Hit Pak — Commando, Frank Bruno's
Boxing, Bombjack, Airwolf.

Your FREE game will be sent under
separate cover please allow 28 days.

I enclose my cheque/postal order
payable to: SINCLAIR USER

for £.....

Please debit my Access/Visa Account

Amount £..... Expiry Date.....

Card Number.....

Name

Address.....

.....

.....

Signed

Return to CARL DUNNE, ELITE SUBS OFFER, Magazine Services Dept,
EMAP, 30-32 Farringdon Lane, LONDON EC1R 3AU.

PLAY WITH THE STARS IN THIS GIANT PACK OF 4 TOP TITLES



FOR YOUR
SPECTRUM+2 and 128

£9.95

ocean

6 CENTRAL STREET, MANCHESTER M2 5NS TELEPHONE: 061 832 6633 TELEX: 669977

NOW FROM THE AUTHORS OF BATMAN
COMES...



DOUBLE TROUBLE

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heals I'd get nowhere fast...or slow! I can jump like a flea and even glide but Heals is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapsallion – we were jumping for joy, splitting our sides, dying with laughter...we were Head over Heals!

SPECTRUM

£7.95

MSX

£8.95

COMMODORE

£8.95

AMSTRAD

Ocean Software · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 Oceans G

ocean